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# YOU AND WHAT ARMY?



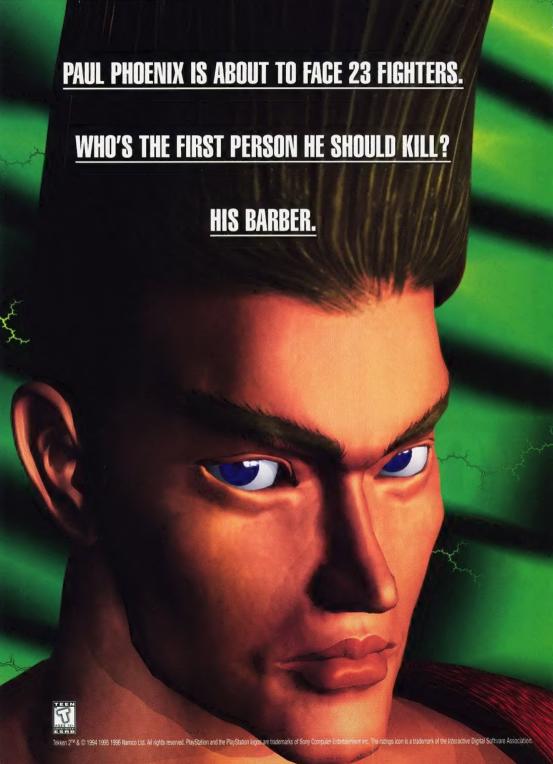








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THE GREATEST FIGHTERS ON EARTH.

# ELECTRONIC MONTH

By Joe Funk

#### IT IS YOUR DES-S-S-STINY

t was about 20 years ago today, but it wasn't a rock-'n'-roll band that generated all the excitement.

My grandma and grandpa brought over this amazing new machine that you plugged into the back of the TV and were able to actually move the little rectangular white images on the screen. The dawn of home video games had arrived, in the form of a game called Pong.

My brother and I were mesmerized. We didn't move from the couch that first day for five or six hours straight, staring at the TV screen, immersed in the interaction.

About the same time, by fate or not, an unassuming sci-fi movie called Star Wars hit theaters, and went on to change Hollywood forever. The film captured our imaginations,; the story somehow touched the human spirit in each of us. Perhaps most of all, its special effects dazzled our



senses. It was the first time that many of us could believe in a fantasy, because it all looked, and sounded, so real

In 1997. Star Wars truly is bigger than ever and Lucasfilm is poised to usher in a his-toric new era. At the heart of this brilliantly coordinated initiative is (besides the Force) an unprecedented rerelease of the movies in theaters next month, with amazingly updated visual and sound effects.

When we look back at this historic moment in Star Wars lore, however, the release of Shadows of the Empire for the Nintendo 64 may prove to be as significant a milestone for video games as Star Wars has been for movies. George Lucas' epic has already had a profound influence on the video game industry. Many of the 20- and 30-something creative geniuses who populate the video game industry today sport Star Wars toys, posters or books in their cubicles, on their shelves or near their computers.

Perhaps it is appropriate then, 20 years later, that these two mediums would



converge to generate what may be the ultimate destiny for both of them.

Video games are also on the cusp of a renaissance. The year 1996 was a transition for our industry, and in 1997, growing numbers of enthusiasts will make the switch from the 16- to 32- and 64-Bit platforms. One game, heck, one level, is going to help accelerate this transition.

There's a stage in the Nintendo 64 Shadows of the Empire game that breaths life into this ultimate fantasy. On the Ice Planet Hoth level, during the attack of the Rebel Base scene, you are in the movie. You are flying a snowspeeder for the Rebel Alliance, and you are there, defending the power generator from AT-AT Walkers to Imperial Probe Droids. You have complete freedom of movement in a 3-D environment, and the graphics move as fast as the movie scenes.

It is the first time I have ever experienced this in any video game: home OR arcade (some readers will readily point out that Alien Trilogy for the PlayStation was the first to break into this realm, but that game, while extremely cool, was basically a "reverse-engineered" Doom clone). This one level in Shadows, I believe, marks a hugely significant milestone in the annals of both mediums.

Where does this lead us? Will the interactive element become as important as sound, or bluescreens? Will people actually control Schwarzeneggar's Terminatorblasting his way through a shopping mall? Will flying a Federation Starship be so real it will make the weak-stomached queasy? Will major producers, directors and studios start considering the interactive element during every phase of moviemaking?

The answer is yes, and the promise of things to come is exhilarating. For, as Han Solo would say, "Traveling through hyperspace isn't like dusting crops, boy."

And playing Pong isn't like piloting a Snowspeeder. The future is here, and Shadows of the Empire for the Nintendo 64 gives us a glimpse of the possibilities.

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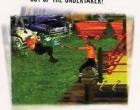


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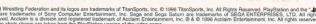
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## MECHWARRIOR 2

'MECH-BLASTIN' FUN ERUPTS ON THIS ISSUE'S COVER. THE STORY STARTS ON PAGE 1041

MechWarrior 2 mage @1996 FASA Corporation

#### GAME directory

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A no-holds-barred critique of gaming's latest re-eases

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80-99 TRICKS OF THE TRADE
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# WIN BIG

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Win a leather bomber jacket in Eidos' Tomb Raider contest, score a big-screen TV and a copy of Black Dawn in Virgin's Black Dawn contest or win an arcade game in Konami's Project Overkill contest!

Score some fast cash or the hottest gaming goodies in this once-in-a-lifetime opportunity!

# EEMINIRES



## EGM DELIVERS THE GAMING GOODIES FROM SHOSHINKAI

While gamers were teasting on turkey and pumpkin pie this Thanksgiving, our editors were busy compiling the information gathered at this year's Shoshinkai Show in Japan. Now gamers can savor each morsel of gaming info provided in this issue. The story begins on page 116)

Gamers will be awestruck Legend of Zelda looks impressive.

#### WHICH MKT VERSION IS BETTER: THE PS OR N64?

Mortal Kombat Trilogy has hit the PlayStation and the Nintendo 64. The EGM editors dissect each one, showing the pros and cons of each version (glitches, load times, character differences and the price tag). As well, each Review Crew member picks the version he says is the best bet to get! The story begins on page 158!

The PlayStation's MKT still has those unpleasant glitches.





#### FINAL FANTASY VII UPDATE SHEDS SOME LIGHT...

...on what gamers can expect from the next Fantasy installment. This much-anticipated title—to be released in the second half of this year—will be on three discs instead of the rumored two in order to live up to gamers' expectations. Final Fantasy buffs won't be disappointed with this one! The story begins on page 194!

"..."Summon' command...brings special creatures to life..."

# NEXT WAVE



#### 162 SATURN

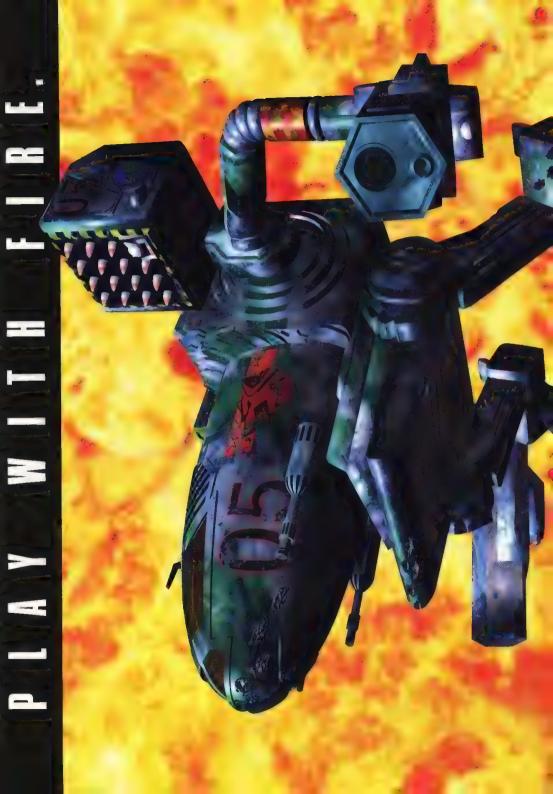
Play as a not-too-quick-to-become disposable assassin in SCUD.

#### 180 PLAYSTATION

Find out who you truly are in the latest role-playing game for the PS-Persona.

#### 204 NEO · GEO

Samurai Shodown IV packs all your favorite characters and a whole lot more.







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# MAKE HASTE.





New Sonic games now available on Genesis, Game Gear and PC.



# OR MAKE WASTE.











THE BEST VIDEO GAME NEWS



#### P5 Steering Wheel Debuts in Japan

When Sony premiered Psygnosis' Formula 1 game at the PS Expo, it did so with the help of Optec, which is selling a new steering wheel in Japan. Dubbed the Cockpit (above), this steering wheel looks much like other PS wheels, with brake and accelerator pads and a flight yoke control that clamps onto a table. The Cockpit also has a switch to toggle between analog- and digital-based games. It is currently on sale in Japan for about \$60 U.S. Sony also has a triple memory card pack for sale in Japan for about \$40 U.S. There's no word yet on whether either of the two products will reach the United States.

# TOUCHE.

Sonu One-Ups the N64 Pad by Introducing a Dual-Analog Pad. Is It the Next Step in the **Evolution of Input?** 

mid high-profile games such as Final Fantasy VII and Rage Racer. it was an easy sight to miss at this year's PlayStation Expo in Japan: a small glass booth containing three PS controllers. Yet, these controllers might wind up a major factor in changing the way PS video games are played.

What made these controllers so special? They were models of PS dual analog game pads. Each pad looked roughly the same size as a standard controller, but with two thumb-sized analog sticks located between the hand grips. An extra button and LED in the middle of the pad served as the switch between analog and digital control.

In essence, the pads would offer the same function as Sony's dual analog joystick, but in a compact, less bulky design. (The large-sized flight stick has not sold well in Japan, overseas sources said, partly because of its cost and cumbersome size.)

That's not all this controller may have to offer: Overseas reports suggested the pads could offer force feedback control-meaning the controllers would vibrate in response to game conditions such as an on-screen explosion or collision. It would be up to game developers to program this feature

in future games.) However, a Sony Computer of America official when contacted could not confirm whether that feedback feature actually existed.

While Sony first made these pads public at the PS Expo in early November, rumblings that the company would

which Nintendo fire revealed the N64 controller design, a lory selling point we keep selling point we was to play various games. A look at Sony's dual analog pad also reveals new game control possibilities:

D + (2) 2 the original PS pad, it's for use with fighting, puzzle or role-playing game.

(2) + (3) Ania O + O Analog Common This mode would serve as the equivalent of the N64's control in games such as Super Mario 64 or PilotWings 64; this mode would also work with driving aims.

3 + 4 + 5 Dual Amalog This mode would serve as the equive-lent of Sony's dual analog joystick, for-use in flight sims such as Bogey: Deal 6. Future games that could also take advantage of this mode are tank elms or Descent-type 3-D games

11 + 4 + 5 And Control: No PS games offer this game play option yet, but future ones might. For instance, in a 3-D boom-type this the D-Pad would move a character while the analog stick would move

on-screen target

pursue a response to the successful N64 pad surfaced months before during a software developer's conference, at which Sony reportedly told companies to pursue development of games that take advantage of dual-analog control (see above sidebar).

Sony's low-key approach to touting its new PS pad stands in stark contrast to Nintendo's unveiling of its N64 pad-the first standard system controller to combine analog and D-pad control. Sega has its own pad, unveiled last year for the Saturn.

Sony may be keeping quiet until more software titles become available to make the product worth buying. SCEA officials have not confirmed either a price or date for these dual analog controllers to launch in Japan or the United States.



At the PS Expo, Sony showed the dual analog pads in three colors: black, gray and white.





Nintendo and Sega already have their own analog pads, each of which puts a radical new twist on controller design.

#### BREAKING NEWS

#### Another M2 Game Bites the Dust





on the cities (with seeming) more clames (I and 2) then mes in development, the M2 remains shrouded in m. ry ever since 300 sold in rne video garre machine.



- Chnology to Madishina reported in an earlier EGM interplay canceled its M2 warme Clay Fighter 3 (3) in wor of a Nintendo 64 Industrice rity. Take 2

"We've just

in other

business

(M2 games)

has been

strong."

incredibly

begun to show

some analysts

relationships

...response



opment of Irona ood (4) for the M2. Th neme apparently was in / ... dvanced stages roject got ribbs.

ver since 3DO sold its M2 technology to Matsushita, the fate of the powerful 64-Bit system has been sailing on stormy seas

Some months, it seems the boat is still afloat: Rumors crop up of a public showing,

new demos come out or a Matsushita official doles out some tantalizing hints.

Other months, it seems as if the boat has capsized, with developers scrambling to get off the boat while they still can.

Most recently, information has flip-flopped frequently from those two extremes-and the company in the know, Matsushita, refuses to divulge its ultimate game plan.

An alarming sign popped up when another high-profile M2 project, Iron & Blood, was abruptly canceled-even though it was in an advanced development stage.

It was a mutual agreement between ourselves and 3DO," said Take 2's Lance Seymour. For its part, 3DO cited that "the economics of [that] deal didn't work out for us," according to 3DO's Bob Lindsey.

Take 2 joins several other developers that have abandoned M2 projects due to the

uncertainty of that platform's future. One company that hasn't jumped ship, however, is 3DO. In fact, Lindsey stated the company will have "at least three-maybe more titles" to support Matsushita's launch of the 64-Bit workhorse-whenever that may happen.

> Those games are a baseball title, a racing game and a version of BattleSport for the M2. This seems to indicate a number of development titles short of the 10 or so titles previously in the works by 3DO; as of press time, the company had not

3DO's M2 development has been "moving along very, very well. We've just begun to business relationships outside of 3DO [M2 games].... strong," Lindsey added that 3DO's first M2 game should

be completed by March.

3D0's Bob

Lindsev

(makers of D2) working on M2 games, there's no question the elusive system is still afloat. Just how long developers will keep it afloat still remains to be seen.

released an updated figure. Still, Lindsey contends

show some analysts in other response has been incredibly

With developers such as 3DO and Warp

#### BREAKING NEWS

#### EW PS MODEL

Sony Boosts Output with Revised Design

uided by a need to create more PlayStations at a lower cost, Sony has redesigned the PS system and rolled out a new model in Japan: SCPH-5500 Externally, the system looks much the same. However, it has fewer parts inside, which will increase manufacturing output by 30 percent, according to Sony.

Perhaps the most visible change is the consolidation of the two A/V ports into a single port

(much like the N64's output port).

Signs seem promising for this model to reach the U.S. When asked about it, Sony's Jeff Fox stated the company was aiming toward a "unified" system design worldwide. This model will sell for about \$200 U.S. Sony did not comment, but lower manufacture ing costs would certainly lessen the pain of any retail price drops should the company ever decide to do so, of course...



In addition to a new PS system comes new pack-aging. In total, the system will come with one con-troller, a new A/V cable (for the newly designed port) and a power cable.



N64 Sales, Part One.

So what happened to overall video game market shares when Nintendo threw its hat back into the video game arms race? Of course, the 64-Bit machine made the most of its debut. accounting for 51 percent of all systems sold last September, according to figures from The NPD Group. (Keep in mind that Nintendo didn't launch until the end of the month.) "Based on early sales, it looks like this system will be a winner," stated NPD representative Ryan Brock.

N64 Sales, Part Two: The system's overall launch met the company's goals of selling 2 million N64s worldwide by year's end-but not quite the way it expected. according to Japanese online sources. In Japan, the system's shipments hit 1.16 million machines, which was 640,000 short of the company's goals. Fortunately, that number was buoyed by strong U.S. sales, estimated at 800,000 as of November. Software sales goals also fell short of the 5 million expected by the first six months of Nintendo's fiscal year, the online sources added. Just under 3 million games were sold in that time frame; release delays were cited as the reason for muted N64 software numbers.



Square of Japan is entrenching itself deeper into the PlayStation camp by creating a new brand name devoted to non-RPG/fighting titles: Aques (it's an acronym for Advanced QUality of Entertainment and Sports). The spin-off firm made three titles public at the PS Expo. The first is Super Live Stadium (pictured above), a cutesy baseball title. The second is a racing game dubbed Grand Champion's Rally. The last one is a mah-jong title. Aside from the Rally title, none of these games seem candidates for release in the U.S.

#### Nintendo

isn't the only company tootin' its horn over sales this fall: Somy chalked up some impressive figures of its own. As of Oct. 31, it has sold 9: million systems worldwide: 4 million in Japan, 2.8 million in North America and 2.2 million in Europe. As if to defuse all the hoopla over the N64. Sony Computer Entertainment America's Chief Operating Officer Kaz Hirai pointed out that "monthly sales in the U.S. for PlayStation hardware and software have doubled" since the N64 launch.

# N64 CART OFFER PLAY VIA PHONE

ALEXANDEL INC. May Pave Way for Networked N64 Titles

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#### ANALYSIS A D

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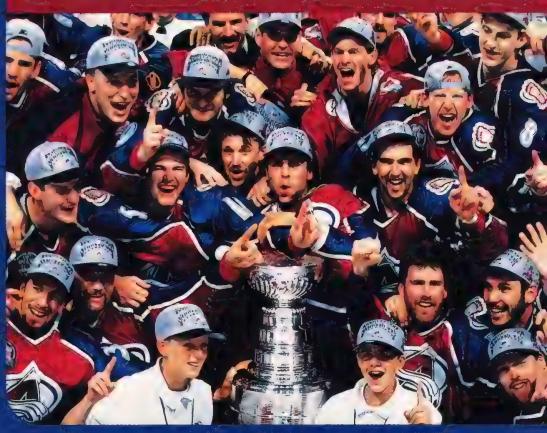


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# AWESOME REVIEWS. IT'S LIKE WINNING THE CUP WITH A SLAPSHOT FROM THE BLUELINE.



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MADE FOR ANY SYSTEM ON ANY PLANET!!!
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-GAME PLAYERS

"POWERPLAY HAMMERS FACEOFF OPPOSITION...
RARELY DOES A VIDEO GAME DELIVER THE
ESSENCE OF THE SPORT...POWERPLAY'S GRAPHICS
AND GAMEPLAY SKATE AWAY WITH THE CUP."

-GAMEPRO

"POWERPLAY'S GAMEPLAY IS SECOND TO NONE."

- COMPUTER GAMING WORLD

"THE GAME THAT STOLE THE TORCH FROM EA'S NHL SERIES AND BROUGHT THE SPORT OF HOCKEY INTO THE 32-BIT AGE."

-NEXT GENERATION

"THE STRONGEST COMBINATION OF KILLER GRAPHICS AND SOLID GAMEPLAY TO DATE."

-CYBER SPORTS















# POWERPLRY '96















Pining for an old 16-Bit **Nintendo** title? Well, gamers in Japan are getting hooked up with the service of a lifetime: titles on demand. Nintendo is teaming up with a convenience store chain to sell blank Super Famicom (the Japanese equal of the Super NES) care tridges with flash memory for \$50 U.S. stated Japanese sources. Owners of these blank carts cari go to a store and have one of 1,300 older or newer Super Famicom titles loaded onto the blank cartat a cost from \$10 to \$40. Since new cart prices in Japan range from \$75 to \$100, this method would prove a cheap alternative to buying cartridges,

Remember how cool those endings in Tekken 2 looked? Well, imagine if lanco could make an entire movie with that computer. graphics quality. Imagine no more: The company is working on a CG movie (a la Toy Story) slated to hit theaters late next. vear in the United States, according to Reuters. A computer graphics studio in Los Angeles is handing production of the flick, expected to cost between \$35 million to \$44 million. Nameo can

well afford to branch

out into other fields. thanks to the record profits it has posted this year from sales

of its numerous

arcade conversions to the PlayStation.

## TART SEGA'S NET ATTACK: PART DE

#### Web Spruce-Up Makes Gaming An Online Affair

o other video game company has tapped into online's potential as deep as Sega has: Last year, it introduced network PC games-mostly ports of popular video games. Last fall, Sega launched the Net Link, the firstever video game peripheral that lets users surf the Net. Now, Sega juiced up its Web site to include actual playable online games for free via a Web browser with the Shockwave plug-in.

Dubbed the "Online Rec Room," the game site offers original games and others based on Sega's top titles. What makes the site so alluring is that players can compete for high scores and various prizes. Thanks to the Shockwave plug-in, games are far more than mere point-andclick adventures. The games include animation, sound effects



Your Web browser will need the Shockwave plug-in to play the games, which can be found at http://www.sega.com.

and realtime interaction (see sidebar below for examples.)

"We obviously can't replicate the power of the Sega Saturn on the World Wide Web," said Sega's Clint Dyer, "but we have done everything possible to allow the player to get a real sense of what Sega games are all about." At least 15 additional games are expected by June.



Mario Kart R will have many gamers scramble or additional controllers

23 (,CP ) 10 (10 ) 12 તું કું કરા ત્રેક્ટ કર્યું છે. ત્રેજી છે કું જે કરા તું ક · Pad Car Tobal on the Common to the Common to

the metal acat in a the fall the safety of each - ... it is to the time. The Course is the state.



instille any regular NS-pad, but comes in a two-one plantic casing. (EGM coasin't recommend it, bu-you could buy two differen-colored NS-P pads and tale-them apart to switch casing covers—thus creating your men seem coasing covers.

#### Sega Online's **Launch**' Titles

The following is a sampling of the variety of online games available at Sega's Web site some of which have surprise lingly high replay value:

Deja Cube: It's just like Concentration, only three times as hard. Under each tile times as nato. Under each the ls a three-faced cube, and you have to match the pairs of faces (Sonic, Bugl et al.) to the faces of each hidden cube. If that wasn't pressure enough you're being timed as you play. As with all the games players can e-mail their scores to Sega; the online site will

then post the highest scores.
Graveyard Run: You have to build a path through a

ghost-infested cemetery by using as few path tiles as possible. It's a "thinker's" game of Puzzle: It's better than the Mac's desk accessors of the same name. You score of the same name. No sci for each right fit, but lose points for each wrong piec







SONIC 3DBLAST

Them, is a common term and tell common at the first and tells of quinting at the first and tells of quinting at the first and tells of quinting at the first and tells of the first and











it may have taken several years, but Nintendo will tell you it was worth it-about \$253 million in cash, to be exact. An appeals court recently reversed a patent infringement ruling that formerly had **Nintendo** on the losing end of a lawsuit. The plain-. tiff, Alpow. had arqued that the video game company infringed on graphics creation patents when it released the NES system. When the case first went to court, it sided with Alpox's claims; however, the appeals court reviewing the case decided that no patents were infringed upon, thus voiding the big-bucks award, "This is a huge victory for Hintendo, said NoA's Howard Lincoln, "Our company's policy is never to settle patent lawsuits. when we firmly believe that we have not infringed another party's patent."

Last-minute update: ony decided not to put PS gamemaker Psygnosis up for sale, a company rep has confirmed. The rep would not comment on why Bony had a change of heart, as the company was taking "a low-key" stance to the whole affair. Over the summer, **Somy** had fielded bids for the esteemed developernone were apparently enticing enough.

Note: Some pictures in Press Start were reproduced from 11/86 issues of Familia Meetily,



s the first arcade stick for the Nintendo 64. InterAct's Arcade Shark comes off as an all-purpose peripheral that works equally well with arcade titles and analog games.

The solid, metal-based stick embodies all the functions of the N64 padanalog control, memory card slot-but with added improvements. First off, the Arcade Shark offers auto-fire and slowmotion switches for those who need it. Plus, the yellow buttons are far larger, suiting them better to fighting games. Most importantly, the Shark has a screw-in joystick that can be used with either the D-pad or analog control.

EGM tested out Arcade Shark with Wave Race 64 and Mortal Kombat Trilogy-the first using the analog

control, the second the D-pad. In both cases, the Arcade Shark proved up to the task in terms of control. In the case of WaveRace 64, the analog control seemed especially suited to the task, being able to clearly distinguish between a little tap on the stick and an all-out pull for deep turns.

Some minor complaints: The buttons could've been a little more springy (and put on a horizontal line) for more of an "arcade" feel. Also, since the Z button isn't under the joystick, you need two hands instead of one to operate it-that might prove a hassle for some games.

Still, the Arcade Shark is both durable and responsive, making it a smart alternative to the three-pronged N64 controller design.

Arcade Shark \$59.99 (msrp) Available now

> + durable design can take abuse + bigger buttons a kus for fighting

D-pad and analog both responsive

- buttons not very springy - Z button too

far from center

#### LIGHTER

#### **MARIO GOLD?**

Why not? After all, his jumping performance in Super Mario 64 seems comparable to the best Olympic track and field athletes. Assuming two of Mario's normal steps equals 2-1/2 feet (a conservative measure), the plumber's jumps edged out the world's best recorded distances:

#### Long Jump

29.36 feet

In 1991, Mike Powell leapt this top mark in Japan; in 1996, N64's Mario broke it.

35.00 feet

#### Triple Jump

60.01 feet

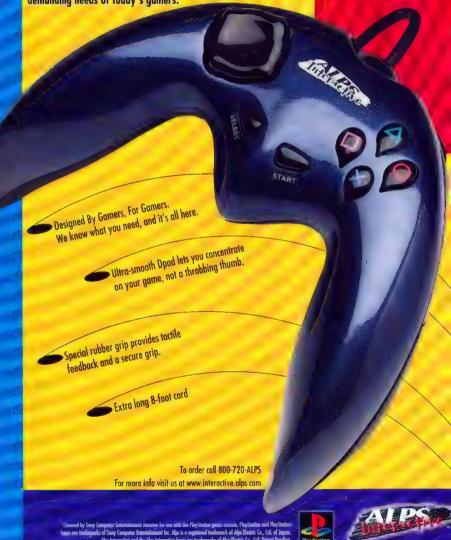
Jonathan Edwards showed off this triple jump mark at the 1995 world championships. In Super Mario 64, Mario showed off a triple jump that proved flashier and farther.

70.00 feet

Sources. Super Mano 64, on ine track/field sources.

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and the same of th

"...absolutely mind blowing!"

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-Video Games Magazine

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-Electronic Gaming Monthly

"...each has enough length and innovation to be a game in itself."

-Game Fan

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-EGM

"The best 32-bit movie-themed game of '96!"

-Miami Herald

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- Namco Joins N64 Brigade
- Quake to Shake Up N64
- Sega's Jurassic Park Game
- Sega Places VF3 On DVD
- MK4 Due This Spring
- Surprise! More N64 Delays...

The Q has been busy getting ready for the New Year. This is the year of the Ox on the Chinese calendar, and we will plow the gaming landscape and grow the business with good old-fashioned gossip—not fertilizer like some of the other gaming and online pundits spread.

There's plenty of news on the Nintendo 64 front. It seems as though Body Harvest has been pushed back. The game will have a new RPG focus, and we probably won't see it until later in

the year.

In other Nintendo 64 news, Williams (now Midway Home Entertainment) is making Quake for the Nintendo 64 and PlayStation. They are trying to keep things under wraps on this game but you can expect it in late October or early November of this year. Midway also has a Nintendo 64 version of Joust 3D currently in development. The game will have 3-D arenas and apparently will have a split-screen Two-player Mode with arenas that are designed for two-player battles. The game won't be released until late 1997 with a PlayStation version also planned. Our sources at Midway have also revealed to us that Mortal Kombat 4 is now expected to come out in the arcades in late April or early May of this year with the PlayStation and Nintendo 64 versions due out in late October. In other news, the creators of Atari's new coinop game San Francisco Rush, designed by the same folks who made Hard Drivin' and Race Drivin', are in the process of porting the game over to the Nintendo 64. The arcade game uses a Voodoo Graphics chip that allows for 1 million polygons. This game should be very hot.

Lode Runner is coming for the Nintendo 64. Big Bang Software, based in Washington

currently in production on the game: It is due out later this year.

Sega's marketing Virtua Fighter 3 to prospective arcade owners using DVD disks. Let's see if they continue using the medium to develop a new M2 DVD system later in the year.

The next arcade game Sega is developing using the M2 arcade board will be an adaptation of Steven Spielberg's upcoming blockbuster sequel Jurassic Park: The Lost World. Both the film

and the game are currently under production.

If you haven't already heard yet, Namco has officially announced they will be developing for the Nintendo 64. The first two titles will be an RPG Tales of Phantasia and a sports game called Family Stadium. Both names are subject to change, but the big news about this announcement is that this opens the door for Tekken 3 or a version of the game to make its way to the Nintendo 64 as I reported in last month's Q-Mann. I took a lot of heat for that announcement, but when you want the gossip first, gamers know where to come for the straight goods on the hottest gaming gossip on the planet.

After Shigeru Miyamoto is done with the Nintendo 64 versions of Legend of Zelda (rumored to be a cartridge-based game—at least for the first installment—because the 64DD is taking longer to develop than Nintendo had first anticipated) and Mario Kart 64, he will begin work with Rare on the N64 version of Donkey Kong Country (working title) that Rare has been working on for some time. We do know the game will be in 3-D and will feature some new

technological advances.

As for Zelda and Mario Kart 64 along with StarFox 64, F-Zero 64 and Yoshi's Island 64, all of these games have been pushed back at least six months from their previous release dates. The reason behind this: According to my Q-sources deep within Nintendo, it's taking longer to develop the games than they had originally thought. Just like a fine wine, Nintendo won't release any game before its time. Judging by the quality of the Nintendo 64 games that have been released so far, Nintendo is really interested in quality control, not mass volumes of games like Sony.

As for Sony and news out of their camp, they have been basking in their tremendous success from this past holiday season. They are also retooling their arsenal and plan to trim down the number of titles they release this year and spread them out over the course of year, so

there won't be a glut like there was on store shelves this past Christmas.

That's the news for this month my loyal Q-followers...I am outta here







"The Vanguard of a terrifying new level of immersive technology."

no early ргозре secret e rife the to appe of Dog had troi order to when a eme h a

ur

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flesh Sears. metal warps.

darkness enfolds you the tunnel has swallowed you whole.

it is alive with the instruments of death.

even the walls want to Kill you. the speed hurts.

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"One of the most visually stimulating games to come out for a 32-bit system."

EGM

playstation sega saturn dos cd-rom



www.acclaimnation.com







Sure we've been teasing you with preliminary shots of this eye-catching title for over six months now. But its thrill never seems to fade away as this title inches its way toward completion. Spider, by BMG, blends both game-quality graphics with computer

graphics and animation to bring players a new and exciting way to fill their inner desire to act like an arachnid. Spider is a side-scrolling action title where the player controls our eight-legged friend as he climbs, jumps and webs his way toward the end of his adventure. The action puts you in control of the mechanized spider with the embedded soul of its creator. Here you are supposed to stop the forces of evil using the miniature might of the arachnoid on a small level. This, in turn, causes things to happen on a much larger scale. But on the same note, small obstacles that normally aren't much of a problem become nearly impassible as a micro superhero. Spider's play is quick and intense, bringing players a new level of action that many other games dared never to reach for.

Undoubtedly, Spider is striving to reach new levels of game development where the beautiful graphics are actually topped by the fun factor of the mission objectives as well as the fluidness of the play. Sure we've been waiting a long time for a sign of this title appearing on the market, but what is an additional month or two when a title is developing into something as renown as this? Keep combing through future issues to watch for better info as the title begins its

last leg of production.

BMG Interactive
RELEASE DATE PLAYERS
March 1 Playstation THEME
Action
SIZE 'COMPLET



# COMUMIANDO



could now, only no owners had the chance to play a nod or the GDI in an all-out strategy sim. Command & Conquer is staged in a slight futuristic Earth where the GDI (Global Defense Initiative) is battling for control of the Tiberium deposits (a type of fuel) with the terrorist group known as the Brotherhood of NOD. Each has its own specialized vehicles and troops, making strategy amust for whichever side the player chooses to fight on. Building bases, amassing troops, placing them in strategic locations and starting the attack are only part of the fundament.

Graphically, the title ranks right up there with the PO release. The missions are really similar with only minor differences. The one acclaimed feature of C&C was the unique soundtrack that even now has been slightly modified over the original and improved for the

PlayStation version.

The game mechanics of C&C, including the game speed, bave not suffered at all. The title plays as fast as it would on a Pentium 90, bringing the action into the player's hands at full speed. Features like the Build Screen have been improved and are now able to be pulled up from

anywhere. Overall, it's a good game on the PC but an even better title on the PS—a feat not often accomplished in a ported title.



















Odd World Inhabitants is the hot new title from GT Interactive Software. It is based around the art and computer animation expertise of Sherry McKenna and Lorne Lanning. It contains realtime lighting and Hollywood-style animation of the characters in the store The game features the exploits of the dysfunctional

superhero, Abe (above) and his trustworthy beast-of-burden Elum (lower left). Together they must stop the destruction of Mudos and the being known as the

Magog Cartel. Based on such highly developed characters, Odd World Inhabitants seems promising. Watch for further developments in upcoming issues of EGM.





_	3/00		
SYSTEM	RELEASE DATE		
	3rd Qtr. '97		
43	THEME		
PlayStation	Adventure		
PUBLISHER	SIZE		
GT Interactive CD-ROM			
PLAYERS	" DONE		
1	NI / A		



Carmageddon is a demented form of racing game where the player has to compete against 25 other maniacs through five totally different racing environments. You earn credits for automatic damage repair and can even expand your tool of destruction with upgradeable parts from the parts shop

One really interesting feature is how you can even ditch your own wrecked car on the curb-side and steal another driver's dragster. Not nice, but a necessity to survive. From this preliminary copy, Carmageddon looks really hat, but only time will tell if it has was links to a semana





PUBLISHER

2nd Qtr. '97

PlayStation

SYSTEM

Racing/Destruction

40 EGM





in the World's Most Exotic

Race The World's Hottest Production 4x4 Tenicles

flummer'

and Rover Defender 90

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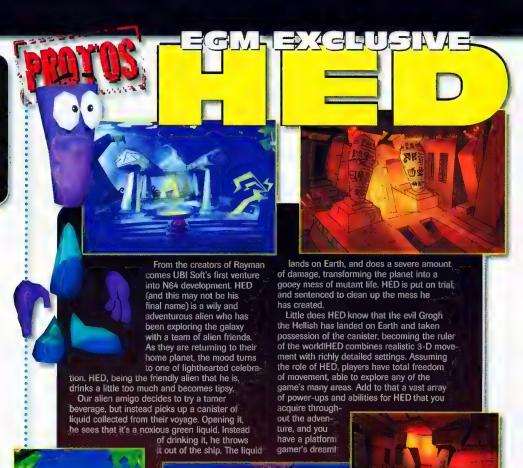
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## SENTTENTE

Sure 3-D adventure games are fun, but what really makes Psygnosis' latest release a winner is the beautiful graphics and the in-depth story line. The action takes place in a space station where a red alert has just started. You have 72 hours to decide who lives and who dies. The clock is running, and the future is in your hands. In Sentient, players ment only bring their wits along for what looks to be a ride they won't soon forget.

Ħ	PUBLISI	HER
	Psygno	osis
n	RELEASE DATE	PI AVE

lst Qtr. '97



THEME		
Adventure		
SIZE	% COMPLE	
CD-ROM	NA	



## Dynasty Warriors

Are fighting games on the way out? Koei thinks not. Considering their latest push for their new fighting title Dynasty Warriors, they are expecting nothing less than a resurgence of interest in the genre. Dynasty Warriors features the normal handful of fighters competing in the normal set stages. The action looks similar to Tekken/Virtua Fighter, but has a strong hint of fast-moving excitement as in many

2-D fighters. One feature that looks to have some promise is the number and the quality of the special moves.



	PUBLIS	HER		
	Koei			
î	RELEASE DATE	PLAYERS	ı	
	3rd Qtr. '97	1 or 2		



Fighting

SIZE \*COMPLETE

CD-ROM N/A

Mission Impossible





Some people dream to live the life of a spy and spend most of their time hiding under the cover of illusion. Mission Impossible for the Nintendo 64 gives players the chance to play in the imaginary life of a spy based on this summer's hot movie of the same name. Action

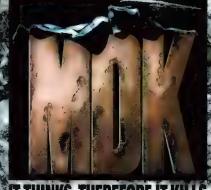
appears to play in first-person realism but can also fluctuate to a third-person perspective to encompass a larger field of view in certain areas. This one looks like it is really going to be a hit-no wonder we have seen very little of development pictures. As the release date nears, we will have to see if the aura of secrecy will begin to tade, and then if it was worth the wait.



layers % done



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## ROCKET









Climb aboard a personal rocket sled and compete against other opponents in Sega Soft's latest racing/battiing title, Rocket Jockey for the PlayStation. Staged in an old-time setting, try to master the control of the speedy projectile and attempt to knock others off theirs in order to win the game. As of this writing, the graphics are really clean and the action is befitting of a title like this. Players will marvel at the way they can control the rocket in the arena. They can also use

the grappling-rope apparatus hanging out the back end of the rocket, among other items, to try to snatch opponents off their rocket and take them for a drag around the arena. It's a near-laughable experience no matter what the player's age. Rocket Jockey is definitely fast-paced action—maybe too fast for the less-experienced gamer. At least for a while, we will have to sit back and wait as this one "rockets" its way into players' homes.



	_	8
SYSTEM	RE	LEASE DATE
	lst	t Qtr. '97
13	THEME	
PlayStation	Action	
PUBLISHER		SIZE
Sega Soft	1	CD-ROM
PLAYERS	'. DONE	
I	N/A	
	OCCUPANT.	



Put yourself in the cockpit of last summer's number-one movie with Fox Interactive's ID4. The game takes place during the movie's many dogfights with alien ships. ID4 is put together like Namco's Ace Combat. From your cushy position in the cockpit of a fighter jet,

you'll lure enemy fire and try to defend your position. The fate of Earth lies in the successful completion of your mission. Adding to the action is a two-player Match Mode that you can play over a network with two PlayStations or on one TV in Split-screen Mode. Fight in a variety of areas, including Antarctica, Cape Canaveral and underneath one of the alien mother ships. The action of the blockbuster movie is packed into one CD-ROW.

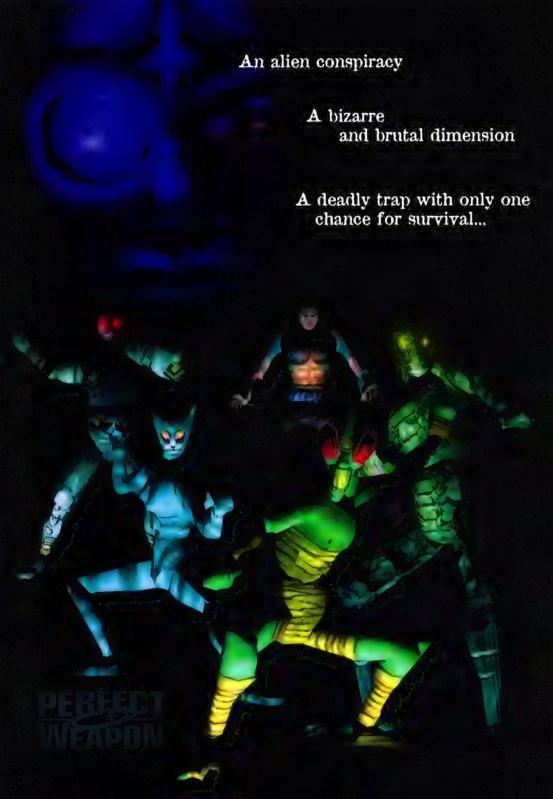
Fox Interactive

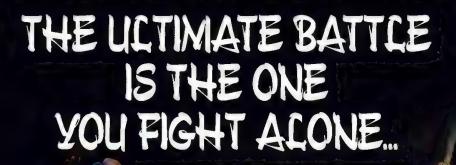
release date players

SYSTEM

PlayStation

Flight Sim/Action
SIZE GOMPLETE
CD-ROM N/A





4 lethal alien attackers can gang on you, using FIRST and ONLX Behavioral Artificial Intelligence.

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This attention to fighting details is unprecedented. Electronic Gaming Monthly

...one of the first true 3D fighting games.

Mext Generation

A lew dimension in gaming...

Camera angles move as tast as you de.











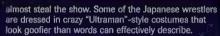
The wild and wacky world of professional wrestling is coming soon to your Sony PlayStation. T\*HQ is getting ready to unleash the warriors of the WCW organization on an unsuspecting world.

The game is called WCW Vs. the World, and if that doesn't give you an idea as to the scope of the monster game, then you obviously don't know the WCW. You have a choice of over 50 wrestlers (that's a lot of wrestlers) to play as during your quest to become the number-one wrestler in the entire world.

As of right now, only about nine of the available characters will be actual members of the WCW. Since this is WCW Vs. the World, there are also plenty of fighters from all around the globe. Expect to face

challengers that hail from countries ranging from Mexico to Japan.

The wrestlers themselves are definitely where most of this game's personality comes from. Obviously, the WCW members are the stars of the show. Their antics are well-known and translate perfectly to the video game arena. Strangely enough, the "noname" wrestlers.



Another substantial portion of the game's style comes from the moves themselves. There are the standard wrestling moves such as normal punches and kicks, body slams, clotheslines and the like, but these wrestlers aren't afraid to play dirty. Guys, try not to get too squeamish when you see the fighters pulling off such unorthodox moves as kicks and head-butts to the groin. Ouch! Things like that will make you glad that this is just a game.

The game is comprised of 3-D graphics that make it almost seem like a game of Tekken 2 in a wrestling ring. The animation of the characters as they pull off their elaborate moves on their opponents is incredibly smooth, especially when you consider the sheer number of characters you can play as.

WCW Vs. the World will set a new standard in nextgeneration wrestling games in every aspect.

SYSTEM

THEME

Wrestling

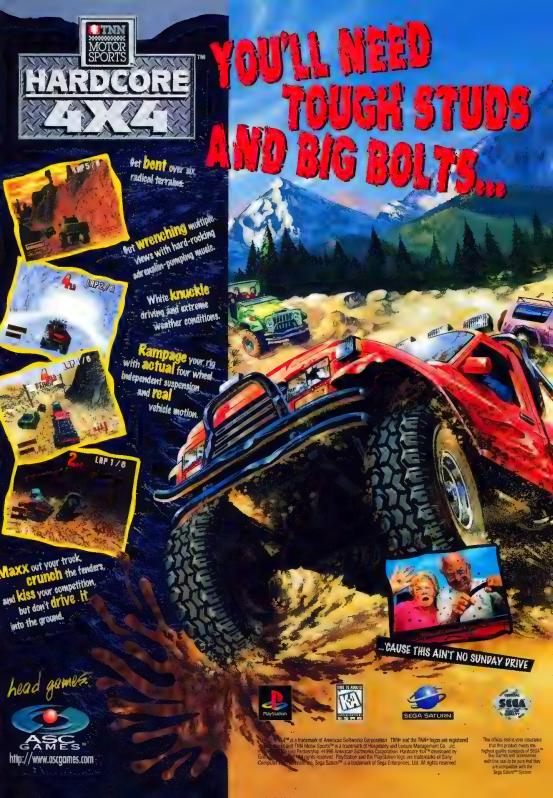
PUBLISHER

T\*HQ











Sixty intergalactic gladiators—
some human, some cyborg, some
machine—have come from all corners of the galaxy to the planet Veridia, to take part in the ultimate Gladiatorial Tournament.
XS features 20 different playing arenas which range from
industrial plants to underground caverns. There is also a slew
of weaponry that includes fragmentation grenades, missile

tion grenades, missile launchers, radiation bombs and remote-controlled mines to throw at your opponent XS is undoubtedly a new fighter with an attitude.



Į,	PUBLISHER		
	GT Interactiv		
ı	RELEASE DATE	PLA	
ı	2nd Qtr. '97	]	



Fighting
SIZE COMPLETE
CD-ROM N/A



SWIV is a next-generation 3-D shoot-'em-up title with stunning lifelike graphics. In the title, the player can take control of either a helicopter gunship or a four-wheel-drive super buggy as they roam the countryside in search of things to blow up. In the countryside, players can take out enemy gun emplacements, fuel depots, barracks and command centers. Here they can

gather weapon powerups and health bonuses and avoid the everpresent threat of enemy missiles.



				0.00	
PUBLISHER		SYSTEM	THEME		
SCI			Shooter		
RELEASE DATE	PLAYERS	40	SIZE	" COMPLETE	
2nd Qtr. '97	1	PlayStation	CD-ROM	N/A	
		1000			

## BRAHIVIA FORGER 9 ASSAULT ON BELTLOGGER 9



Besides boasting one of the longest names yet this year, BRAHMA Force is looking really clean. The action appears to play more like an FMV game with very little slowdown. Because it is still early, we haven't even been graced here at *EGM* with a plot on the action. All we can attest to is the clear graphics and the awesome-looking elements, be it mech backgrounds or the like used to make this title complete. Jaleco usually drops at least one surprise on us a year, and this year it looks like BRAHMA Force: AOB9 is it. Look in future issues to

get the latest scoop on the development of this brewing title



N/A

SAY NO TO DRUGS.
SAY YES TO BLOODSHED AND HELICOPTER WARFARE.



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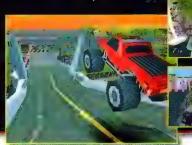


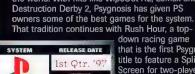


Psygnosis has proved themselves as one of the leading PlayStation development houses in the world. With hits like WipeOut XL, Lomax and

> down racing game that is the first Psygnosis title to feature a Split Screen for two-player racing. Gearing up for release in the first quarter of '97, Rush Hour features eight racing options (single race,

championship and time trials), two categories of vehicles (16 cars in total) and different degrees of performance. Step on the gas for a rip-roarin' race through mountain roads, logging yards and more. Rush Hour is a nonstop thrill ride!





Racing PlayStation Psygnosis CD-ROA

PLAYERS 1 or 2 N/A



major discovery, who is now missing You'll find yourself in some of the greatest civilizations in the world, looking for clues that will advance your quest. Discover the mysteries locked within Easter Island, Stonehenge and the tost City of Atlantis, Detailed landscapes come to life in brilliant 32-Bit style. The question that remains is, are you up

PUBLISHER

Koei

January

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Adventure NA

56 EGM

# Yesterday, you were a cocky 2-D arcade shooter.

Today, you totally suck.



We hate to break the rude news, but you're about to be humbled. It's the 23rd century. Nano-robots are on the rampage. And you've gotta deep-six hundreds of vicious killing machines and eight virtually indestructible nano-bosses. The good news is you

can run. The bad news is, in this 3-D world, you can forget about hiding in corners. At 30 FPS, it's a 32-bit firestorm of nonstop death and

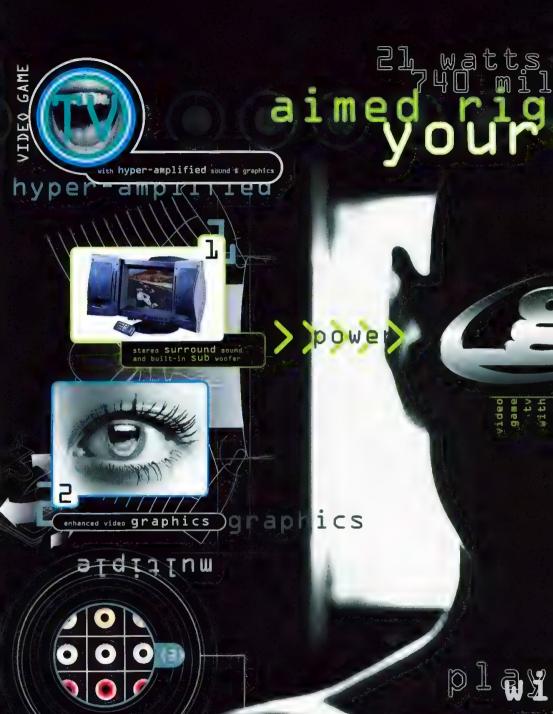
destruction. Where the fighting is fast and funous enough to turn
you into a certified junice. With progressively difficult levels and
an intense play environment, NanoTek Warrior offers awesome
replay value. Which means just maybe, by the turn of the century,
you'll be back to your same old cocky self.



NanoTek Warrior







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## The Review Crew rates each earne in several

The Review Crew rates each game in several categories; visuals, sound, ingenuity and replay value. The averages of the four members' scores are listed at the bottom of the reviews. These averages are independent of the overall scores, which are displayed behind each review and based on how the games compare to other titles on the same system.

#### THE RATING SCALE:

10-Perfection 9-Virtually flawless 8-Splendid 7-Worthy 6-Good, not great

- 5-Average 4-Rent first 3-Time-waster
- 2-Don't even rent 1-Flush it

#### SMITH

CURRENT FAVORITES: Dragon Force Twisted Metal 2 Donkey Kong Jr.

Shawn can't help but have retro games on his mind. Luckily, there a bunch of cool games that are coming out that bring him back to the '90s. Lately, action and strategy games are his favorites.



#### HSU

#### CURRENT FAVORITES: Dragon Force Tokimemo Puzzle

Hsu is crazy about Dragon Force. So much so, that he's been putting off work in order to play it. So if his writing seems a little strange, it's not due to mental allness, but rather sleep degrivation.



#### BOYER

Tetris Attack

CURRENT FAVORITES: Suikoden Dragon Force Shadows of the Empire

Cris has spent most of the month lost in Sulkoden, what he calls one of the best RPGs ever Dragon Force has sapped up the rest of his time, meaning his Tekken 2 skills are waning.



#### SUSHI-X

CURRENT FAVORITES: Street Fighter Alpha 2 Suikoden Tetris Attack

After a rough holiday crunch, Sushi's New Year's resolution is to lose some weight. The Big Ol' Donut Deadline Diet has caught up to him, but he wants to be in shape for Street Fighter III's debut!

#### EDITOR'S CHOICE

Silver Awards are granted to games with a total average score of eight, while games that average nine or above receive Gold Awards.



WORKING DESIGN



CATEGORY: STRATEGY/RPG

BACK-UP: SYSTEM/CARTRIDGE
BEST FEATURE: 200-TROOP BATTLES

WORST FEATURE: LOTS OF MENUS
ALSO TRY: IRON STORM

Here's the problem with Dragon Force: It kept me from my work! This game is really awesome. I found myself having dreams of different strategies while I lay in bed or as I drove to and from work—sad but true. The graphics are pretty cool since it's a break from the realistic strategy games (as far as looks go). The game is simply huge I like controlling Wein because I could imagine myself as him if I was a monarch to some fand. The different types of soldiers and spells really added a lot to the game—some of the graphic effects of the spells are awesome. Overall,

I have played over 300 games this year, and I have to say Dragon Force is my favorite one yet. I like it better than any N64 or PlayStation game so far, and I came very dose to giving DF a "10" (the game's interface could've used some work) I'm very behind in work because I couldn't stop playing the [dam] game. The depth of DF is unbelievable, with dozens of unique characters, a rich and involving story line and a simple, yet fun and thorough combat system If you don't enjoy strategy games, then by all means, skip my review. But if you do like strategy games, then Dragon Force has got to go on top of your "must-buy" list.

Dragon Force is a must-buy for any strategy gamer.

DF is about as good as a strategy game can get. It has a sprawling world, epic story line, a cast of thousands and the most awe-inspiring battles ever seen in a video game. Yet the game is extraordinarily easy to get into. It took me five minutes to learn how to use its menus then I was off, leading my armies of mages, samural and dragons into battle. Hours later, I was still playing, (I've never seen a console strategy game this addicting.) Although DF is, above all, a strategy game, it contains strong RPG elements. Your generals come from different classes (fighter, magiciar, etc.), and successful battles make them more powerful.

For a person who doesn't like military sim titles, I was really taken aback by the quality of this game. The actual battle sequences are very entertaining to walch, especially when pitting hundreds of warriors against each other I didn't enjoy the boring administrative qualities, but once past this hurdle, I was able to enjoy the action If you can enjoy this type of game, including the mundane portions, you may add another point to my score. Another item that caught my eye was the brill and character classes and how they affect each other differently in different matchups. This brings a new level of gameplay unheard of in a military sim

ASUALS SOI

INGENUITY

9

#### SATURN

#### SONIC 3D BLAST

**SEGA OF AMERICA** 



CATEGORY: ACTION

BACK-UP: NONE
BEST FEATURE: IT'S A NEW SONIC GAME
WORST FEATURE: IT'S NOT SONIC X-TREME

ALSO TRY: BUG TOO!

I'm a little disappointed in Sonic 3D Blast on the Saturn. Since we reviewed the game for the Genesis, I have a good idea of what the Saturn version would be like. Little did I know that the Saturn version would be VERY similar to its 16-Bit counterpart. Granted, the graphics are much sharper and feature more colors and some minor graphic effects, there's just not enough there for me. The bonus rounds are coal additions, but they're nothing that left me In awe. The game itself is pretty fun, although it doesn't really play like the old Sonic games I think the Saturn could've handled a lot more than what they gave it.

Since Sega told me that Sonic X-treme needs more work done on it, I guess I'll accept 3D Blast as an appropriate substitute. The Saturn 3D Blast is almost identical to the Genesis version (that's a compilment to the Genesis, not a np on the Saturn), with a couple of minor graphical enhancements. So if you have it already, don't get this one. Sonic is a bit hard to control in 3-D, but I found that the analogue controller helps a little with the steering. The mapping feature is great and is a lot of help with these wide-open areas. The game is a bit simplistic and should be fun for a younger generation of gamers.

It has bumpers, weird enemies, cool sound effects and the trademark zones of past Sonic games, but Sonic 3D Blast Just Isn't as fun as the 16-Bit adventures of Sega's blue bad boy. The prerendered, isometric levels are pretty enough, and the polygon-based bonus levels demand a few ooks and afths. I just wish there were more secret areas, more of an incentive to explore each stage. As it stands, the levels—and the gameplay liself—are pretty straightforward. Still, Sonic 3D Blast is a fun enough game, and—unlike most isometric titles—it controls well. Note that you can play the game with Sega's analog controller, too.

I wasn't very impressed with Sonic 3D Blast for several reasons, starting with the gameplay. Although it dains to be a Sonic game, it doesn't have any of the trademark feel of Sonic's speed and mobility. The control is very awkward for such a fast-moving character, and since the perspective is three-dimensional, you must move slowly or face an untimely death. Even the analog controller doesn't help keep Sonic in line. The graphics are very clean, however, so if you can get beyond trivial things like being able to play the game and have fast-action fun, you'll probably enjoy Sonic's latest adventure.

VISUALS

OUND INGENUIT

INGENUITY

REPLAY VALUE

CATEGORY: ACTION

BACK-UP: SYSTEM/CARTRIDGE

BEST FEATURE: BRANCHING LEVELS

WORST FEATURE: SO-SO GRAPHICS

ALSO TRY: NIGHTS

Bug Too! has some things that are a lot of fun, but there are also some things that make the game average. I'll start with the good points. The graphics look great both in detail and animation. The levels are big and look a lot different from one another. The interactive backgrounds (like the circus level) are pretty cool. The two new characters are a great addition. The drawback is that I just didn't have a lot of fun playing Bug Tool since it was really just an average side-scroiler underneath the facade of pseudo 3-0. I found it difficult at times to see Bug! when he was behind a wall or obstacle. It's an average title overall.

What would happen if a Bandicoot bred with a Gex Izzard? Bug Tool, that's what. I thoroughly enjoyed this game. It is a 3-D platform game, like Sorny's Crash Bandicoot, but with that touch of strange humor that made Gex so famous So Is Bug Tool Sega's answer to Crash and Mario? Almost. If you look beyond the three-dimensional levels, you realize that the graphics are not at the level that they should be But they are not poor by any means either. So what you'll find is a very fun title that's easy to jump into. Sega should provide Bug Tool with a little bit more marketing hype, as it is well-deserved.

Although Bug Tool is no longer as innovative as its prequel (after all, 3-D side-scrollers have been done before), it's still a heek of a lot of fun. The game's graphics aren't much different from Bugl, except now each level offers more daunting obstactes and weirder enemies. Bug Tool also packs more personality than the original. Joining Bug in his new adventure are two new, playable insect pals, the afro-sporting Super Fly and Maggot Dog, who add charm lo an already charming title. As in the first game, Bug controls nicely. He can even run now—an ability that's vital to getting past falling blocks and other deadly surprises.

Though not a holiday gotta-have, Bug Tool is a great addition to the side-scooler library. All owners of Bugl will want to pick up this sequel, but you should be aware of the cool new features. The best Improvement over the original is the new characters. Super Fly is by far my favorine, though Bug imself is thoroughly amusing and versatile to play Bugl Too is a good game to start with if you want to experience 3-D action, but are afraid of complicated controls. As in the first game, Bug Tool has simple gameplay that anyone can pick up and master after a minute or two. The action may be a little slow for experienced gamers.

VISUALS SOUND INGENUITY REPLAY VALUE

7

5

6

SATURN

#### VIRTUAL ON

SEGA OF AMERICA



CATEGORY: FIGHTING

BACK-UP: SYSTEM/CARTRIDGE

BEST FEATURE: WEAPONS

WORST FEATURE: SPLIT SCREEN

ALSO TRY: ROBO PIT

Okay, so the Satum version isn't quite as good as the arcade but it is a great game nonetheless. The only problems I could find were the occasional polygon break-ups and the split screen being too small if played on anything smaller than a 19-inch TV. Other than that, the game was awesome Some of the attacks were just incredible—shooting giant laser beams never felt so good. One-player Mode was as hectic as Two-player, although some of the AI could've been tweaked a little more. The control was fine even with the control pad, but if you can get your hands on the dual stick. It'd be even more fun.

It frustrates me greatly to say that this game could've been fantastic. When talking about a straight port from the arrade, Virtual On is dead-on. Every detail is about perfect, except for the fact that us Americans get the short end of the (joy)stick. Even though the Japanese get a dual Joystick to play VO, you will eventually get used to playing on a Satum pad My gripes land on the original game design. It is too umbalanced. Almost everyone has homing attacks, this takes the skill out of the game. Some mechs' attacks are too powerful and can dish out over 50 percent damage in one hit! VO is a terrific, but flawed game

Sega has done a grade-A job at bringing this arcade hit home VO is one of the Satum's most action-packed games. Its large selection of fleet-footed robots kept me leaning in my seat as I battled computer opponents and my coworkers. Despite the necessity of a split screen, the Two-player Mode looks fine and plays great (you can even choose between a horizontal or Vertical Split-screen Mode). VO's graphics are nearly identical to the arcade's, with nice little touches like instant replays and awesome explosions. Combat demands some strategic thinking, too, since each robot has its own strengths and weapons.

Wow! What a great port! Boo! What an average fighting game! I was really looking forward to an
improved interface with the home version, but it
appears that all the mistakes from the arcade have
been included as well. The mincless action is really
not for skilled righters, as the control and number of
attacks are VERY limited. While the premise is interesting, the execution is less than flattering. People
tooking for a beginner's fighting game will have a
good time goofing around with this, but most serious
gamers will want to stick to a more complex fighting
engine like that of Virtua Highter

SOUND INGENUITY REPLAY VALUE 7 8

CATUDI

#### TOSHINDEN URA

SEGA OF AMERICA



CATEGORY: FIGHTING

BACK-UP: NONE

BEST FEATURE: SOPHIA'S ASSETS
WORST FEATURE: CHOPPY GRAPHICS
ALSO TRY: FIGHTING VIPERS

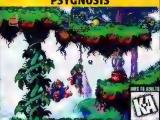
Another unimpressive version of Toshinden comes to the Saturn. I know darned well that the Saturn has the power to make a game like this look good, so I guess I'll have to blame this one on the developer...sorry. Let's start with the graphics—first the Character Selection Screen is blocky and the pics of the characters are sprites rather than actual 3-D polygons. The graphics during play are decent but really could've been better Most of the movement of the characters is delayed and at times even slow I can't say that I was too excited about Jaying URA—I expected a lot more. It's a good rental but long-term play may be tedious

I got tired of the Toshinden series right about...when the second one came out I look at these games as a novelty now, because it's more flash than technique. The fighters do not have a lot of moves available, and the ones they do have are pretty boring. Even though URA is the fourth Toshinden game I've played, I do realize that this is only the second Satum Toshinden. Even so, I would recommend Fighting Vipers, Virtua Fighter 2, or even Street Fighter Alpha 2 over any of the Toshinden games. They all look and play much better. Perhaps a few more moves and a cleaner look would've changed my opinion

TURA is the worst Toshinden game ever released (yes, even worse than Remix). Its graphics are extremely choppy, making it hard to lell who's hitting who, and only the hi-res—albelt flat—backgrounds keep the game from becoming an eyesore. Control isn't so hot either No longer can you rely on rolls to dodge attacks, since the developers have made the dodging moves much slower than before. Few of Toshinden 2's main characters appear in the game, and Sho and Gai are missing, as well instead we are given fighters such as the absolutely worthless Romon, whose silly trot and fighting style will make you cringe.

I would have to agree with Shawn on this one; Toshinden URA is a good rental title, but I doubt you'll want to spend too much on it. The attempt to give Toshinden URA's polygons a more texturized look just succeeds in making the whole game grainy Only the backgrounds have a clean look. To make matters worse, the gameplay is cumbersome. This is really a shame because the Saturn is still a powerful unit. Toshinden URA is following a disturbing trend of developer attempts to make the Saturn version better than the PlayStation version, yet falling miserably. How about just making the same game for both?

VISUALS SOUND INGENUITY REPLAY



CATEGORY: ACTION BACK-UP: PASSWORD

BEST FEATURE: LEMMING POWERS WORST FEATURE: A BIT DIFFICULT ALSO TRY: RAYMAN

Here's a good, old side-scroller coming out in a time of almost nothing but 3-D. Lomax proves that bringing a game out from a classic genre can still be done. There's a huge number of levels, each being fairly large in size Some of the background elements can be moved (i.e., logs, etc.) which is a lot more fun than stagnant backdrops. The graphics are super-colorful, although this can sometimes be too much when there's a lot of enemies in the foreground. I've never been a huge fan of side-scrollers, but Lomax was a lot of fun to play. Plus, it has a password feature so you don't have to play through it all at once to finish it.

In a 32-Bit market dominated by 3-D games, I must say that Lomax is a refreshing old school trip. The timing of this game is key; since we haven't seen a 2-D platform game in a while, Lomax is sure to stand out. Lomax takes Lemmings away from the old puzzle- style of play and makes a new game from scratch (albeit the side-scrolling genre has been around for quite a while). The graphics are colorful and well-suited for this game (like Rayman's style). Although Lomax will take a back seat to our recently reviewed Pandemonium and Crash Bandicoot, it is an enjoyable enough title to warrant a close look.

This side-scroller couldn't be more different from the previous, strategy-oriented Lemmings games, but it's still lots o' fun-and it proves that PlayStation titles don't have to be 3-D to be good. (You hear that, Sony?) Lomax plays much like last year's Rayman (as well as its forthcoming sequel), except the greenhaired hero can use several distinctly Lemmings-like special powers. Depending on which icons he nabs, Lomax can dig through obstacles, fly over chasms, build bridges and pull off other tricks. Lomax can also walk into the background during a few of the more than 40 levels, giving the game a slight 3-D feel.

Here's a game with some real mascot potential! The Lemmings clans have always been a resourceful bunch, and Lomax follows suit (like a good Lemming should). The various power-ups unfortunately play little role in Lomax's quest Instead, you'll find yourself spinning through most of the game-not the most exciting time you'll have. Still, you can't deny that Lomax has some incredibly smooth animation of cartoon quality, far beyond the quality of any of the other games we've reviewed this month. I only wish Lomax would have greater use for his wonderful gadgets and sk'lls He's gotta be pretty dizzy by now...

6

VIRTUA COP 2

SEGA OF AMERICA EGM

**CATEGORY: SHOOTER** BACK-UP: SYSTEM/MEMORY **BEST FEATURE: JUSTICE SHOTS** WORST FEATURE: UNLIMITED CONTINUES ALSO TRY: AREA 51

Some say that violence doesn't solve anything—this can't apply to Virtua Cop 2. Talk about a game with a large body count. Of course, this is okay considering they're all bad guys (except the occasional civilian who's "accidentally" shot). The graphics look great, and the accuracy of the light gun is near-perfect. I like the different weapon power-ups and the different levels of difficulty-this helps the replay value. I did find myself getting a little bored the fourth or fifth time playing through the game, though, I can't say that VC2 is a bad purchase by any means, but if you want long replay value, you might want to try something else.

It seems the Saturn can do no wrong with home translations, and Virtua Cop 2 is no exception. The home version looks picture-perfect. But think about this: As good of a game VC2 was in the arcade, do you really want to pay for a home version? I have never played a home light gun game that I've really wanted to play over and over again. The replay, I feel, is just not there. Sure VC2 has branching levels, but it's the same game through and through. But, if you like shooting things (which I admit I do), then it'll be hard to top this one. Try playing with two guns for a real challenge and a good time.

No surprises here. VC2, like the first game, is a solid port of the excellent arcade shooter—and yet another reason to buy a light gun for your Saturn. VC2 doesn't offer many improvements over the original; it's pretty nuch more of the same. But that's okay-both arcade games represent the best of the light-gun genre Just as in the arcade, the bad guys die differently depending on where you shoot them. You even get bonus points for shooting their gun hands (or nailing them with multiple hits). Also like the arcade game, VC2 lacks replayability—especially since you can blow through it in no time with unlimited continues.

Virtua Cop 2 is in my books as the most interesting light gun game that I didn't buy (because I don't ever buy light gun games). The interaction between you and the onscreen action is very intense, and I did enjoy the little details sprinkled throughout the game, like shooting background objects to create special effects and other neat bonuses. Unfortunately, I feel that Virtua Cop 2 is a very simple game, especially since Sega forgot to limit your continues! This is still a good improvement over the original game, and the translation to the home market went very well, with all the playability you'd expect from Sega

INGENUITY 6

SATURN BATMAN FOREVER ACCLAIM

CATEGORY: ACTION BACK-UP: MEMORY CARD

**BEST FEATURE: HUMONGOUS COMBOS** WORST FEATURE: MINDLESS ACTION ALSO TRY: GUARDIAN HEROES

mere's one that has a few great features but overall, doesn't make the cut. I have to admit that I had fun playing through this one more than once, mainly for the combos. The character graphics were pretty much blocky, but the backgrounds were well done. There were some great graphic effects (like lighting, etc.) but this didn't save the game. I couldn't see playing this one through more than a few times. The Two-player Mode helped make things interesting for awhile and, like I said, trying to get high combos (mine maxxed out at 183 hits), but since it was too easy and had sub-standard graphics, this one is just a good rental.

Wow! Talk about the loudest, craziest, most outrageous game I have seen in recent history, Batman Forever does for side-scrolling fighting games what Killer Instinct did for the 2-D fighter. Batman Forever tnot to be confused with the Super NES/Genesis carts of the same name) is a monotonous button-mashing fight fest, but it has a certain charm to it. For example, in the Two-player Mode, you can get special powers by outperforming your opponent in certain areas, like largest combo or highest score. And in a strange sort of way, I like how crazy the game can get. This is not a great game, but you should check out the madness.

This is one of the flashiest, most overdone games ever developed Nearly every move Batman and Robin make in the game is accompanied by a flourish of graphical pizazz. In fact, so many screen-filling effects are usually happening at once that it's hard to tell what the heck is going on-especially in Two-player Mode. The background graphics are decent enough, but the game's characters—Batman and Robin included-look terrible, all blocky and distorted BF's only bright spots are the special moves, which you can perform courtesy of Street Fighter II-inspired button combinations, and the numerous power-ups.

No offense guys, but I found it really hard to find many redeeming qualities about this poorly constructed, side-scrolling fighter. I did like the backgrounds and the inventive special attacks, but it appeared that the whole game was designed piece-meal, then slapped together with little regard for cohesion. I think Acclaim was going for a "cartoony" style, but it really just messed up a possibly good game. With this title, the Batman games (which have usually been pretty good, until now) have lost the dark tone that has been their trademark. Batman Forever gets the frisbee award this month.

REPLAY VALUE

THE N.EWEST

## STAR WARS

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#### ROBOTRON X WILLIAMS



CATEGORY: SHOOTER BACK-UP: MEMORY CARD

BEST FEATURE: CLASSIC ARCADE ACTION WORST FEATURE: CHOPPY GRAPHICS ALSO TRY: TEMPEST X

Making games like this is like skating on trim icekind of risky. The problem can come if the enhanced version doesn't fee! like the original. Robotron X Is as hectic as the old game, but it's not as easy to get into as the old one was. The new graphics look great and the techno soundtrack is something I wish the original had, but something was lost in the translation-namely gameplay My guess is that it's the simplicity that it's missing. When I don't compare Robotron X to its predecessor, it is fun to play. As mentioned, the polygon graphics look good and aren't "overdone" by way of textures and weird effects. Overall, it's a good one

The first rule of gaming, All things must go 3-D. The second rule: All classics must be revived. Like it or not, that's the trend. Robotron X does a good job of putting the classic Robotron style of play into three dimensions. The original flavor is still there, so all Robotron fans must check it out. I wonder, however, why such a graphically simplistic game is running so poorly on a 32-Bit machine. There aren't any complicated texture-mapping or colorful backgrounds, so why is the action so choppy? Williams should've put in more frames of animation, even at the expense of some speed, to make the game run better.

Robotron X delivers exactly what you'd expect from an update to the classic, dual-joystick arcade game: nonstop shooting action. True to the game's arcade roots, it packs extremely difficult shooting action, as well. If you don't keep blasting in all directions, the game's population of enemies will overwhelm you immediately. But this intense barrage of bad guys is what makes the game so much fun. The 3-D graphics heighten the intensity; the screen pans and zooms to follow the action. Robotron X plays just fine without the two joysticks, since the layout of the joypad buttons does a fine job of mimicking a second stick.

The more I played Robotron X, the more I realized 1 was playing the exact same game of yesteryear. Exactly the same game. With no real improvements. Okay, take that fast one back. The enemies look very cool compared to the old game, and the 3-D perspective is very well done. Still, I can't help but wonder if it's worth shelling out tons o' bucks for this game when you could get the original Robotron (and the same gameplay) along with several other classic games for the same price. I was disappointed by the lack of new power-ups to help you survive, and the mability to see the whole screen at once

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CATEGORY: RPG BACK-UP: MEMORY CARD

**BEST FEATURE: HUGE PARTY** WORST FEATURE: EATS UP FREE TIME ALSO TRY: BEYOND THE BEYOND

Holy cow-talk about a long RPG! Suikoden is almost mind-boggling. I have to admit that I was pretty intimidated as I was playing through and realizing what I was taking on. There is a huge amount of different characters in the game and the development and involvement of them in the story is awesome I really enjoyed being able to battle monsters (or enemies) in different ways. The army vs. army battles reminded me of Dragon Force on the Saturn in a way (since we reviewed that one this month, too) which is a great thing. This one is for those with a lot of time and patience. As far as RPGs go, it's an incredible one.

It's about time someone made fantasy RPG characters taller than the squat dwarves we've all grown accustomed to Sulkoden Is a great, ambitious project that every PlayStation owner/RPG fan will have to get excited about. In fact, nothing that has been released vet even comes close for comparison, although Final Fantasy VII is always looming over the horizon. The graphics are simple yet pleasant in its context. The combat system works great, with spectacular magical effects and large-scale troop battles that add new dimensions in the RPG field. This is the best PlayStation RPG vet! By the way, great music, too.

Until Square releases Final Fantasy VII later this year. Suikoden will reign as the PlayStation's finest RPG. The story line is truly epic and well-conveyed through high-quality dialogue and sharp graphics, while a superbly orchestrated soundtrack sets the game's tone. Unlike other RPGs, you can build a party of more than 100 characters. The combat system is outstanding, letting you engage in the traditional partyversus-monster battles or the more ambitious armyversus-army wars. Konami released this game partly to see how well one of its Japanese RPGs would do in the United States. Do all RPG fans a favor and nab it.

Suikoden is the one title that struck my fancy this month as my favorite new game. The story line is incredibly huge, and the build-up is long, yet not so long that boredom sets in Nope, Suikoden keeps you on your toes from day one (and there will be multiple days) I especially like the fighting engine animations and options, though the battles didn't approach Dragon Force's style. I think the one thing that kept it out of Gold range was the lack of enough good problem-solving puzzles for an RPG game so huge. Also, since the cities and lands are so big, It would have been nice to be able to run.

INGENUITY



BACK-UP: MEMORY CARD BEST FEATURE: GRAPHICS WORST FEATURE: LOW VIEWING ANGLE ALSO TRY: WIPEOUT XL

Here's a sleeper. Tunnel B1 is a very cool game in many aspects. The graphics, first and foremost, are some of the most impressive I've seen on the PlayStation ever The lighting effects are simply outstanding. The gameplay seems a little repetitious at first but later levels have you doing plenty of different things. The enemies look cool but I wish there were more (some are different but look similar because of color schemes). Lalso wish that the camera angle wasn't so low to the ground. I almost feel like I'm constantly leaning back as I play. If you want a fast-paced action/racing game, I'd go for Tunnel B1.

I'll pee in my pants if games can get better looking than Tunnel B1. The light sourcing, texture mapping and animation are unparalleled on the PlayStation. And guess what? The game is fun too! Talk about a rare combination nowadays. Tunnel B1 defines a nextgeneration action game like WipeOut defines a nextgen racing game. Beyond just shooting everything in sight. Tunnel B1 offers some beat-the-clock action as well. The enemies are a good challenge too-the same units don't necessarily attack the same. The only faults lie with the low viewing angle, lack of weapon variety and hard-to-get-used-to controls.

Don't let this game's first few levels fool you-there's more to TB1 than just a mindless, high-speed ride through twisting tunnels. The early part of the game is, in a sense, training you for the later levels, which have you racing against the clock to escape selfdestructing mazes and collecting various items. An automap feature even helps you make sense of the sometimes confusing tunnels TB1's graphics-particularly the lighting effects-are phenomenal, making comparisons to WipeOut XL inevitable. I only wish the perspective wasn't tilted upward so much; the laidback view takes a little getting used to.

Tunnel B-1 is a great look at what to expect from future titles, in that its graphics surpass any first game to date. The light-sourcing alone is breathtaking! As for perspective, I didn't like the low-to-the-ground ook. This is a common mistake of most first-person games, but it never gets fixed. You could call it Tunnel Ant-1. I also wasn't pleased that you can't aim up or down, and that is a serious gameplay flaw that should be fixed in the sequel. If Hsu hadn't pointed out that mines blast upward, I'd still be trying to blast one of those frustrating helicopters hovering two Inches from my guns, but still out of reach!

6

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CATEGORY: RPG

BACK-UP: MEMORY CARD **BEST FEATURE: HUGE 3-D WORLD** 

WORST FEATURE: SLOW GAMEPLAY ALSO TRY: TECMO'S DECEPTION

I'm not a big fan of first-person RPGs as it is, but King's Field 2 does stand out in that genre mainly for the variety of levels. The graphics are decent but nothing too special. Most of the characters in the game are no more than simple, shaded polygons with little detail. The game is huge, so those who want a longlasting game should be more than happy. Some simple elements annoyed me, like having to go all the way down a long corridor and then find out that the key is far away in another area. Of course, this is the nature of RPGs but there's a point when it becomes slightly tedious. I prefer top-down RPGs better.

It's about time! King's Field 2 (and its predecessor) breaks the traditional console RPG mold and brings us true 3-D worlds to role-play in (as opposed to the standard top-down view we've all grown used to). KF2 looks and sounds better than most first-person perspective computer RPGs out there. It just goes to show that the PS can do 3-D with the best of them. it's just too bad that the action crawls along at a snall's pace. Are you patient enough to play a slowmoving game in 3-D when we are all used to Doomtype games? If so, then I recommend KF2, as unique RPGs are hard to come by nowadays.

You don't have to be a fan of King's Field to like its sequel, but it helps KF2 plays much the same as its predecessor, except with more of everything. Players face a longer quest, a more in-depth plot, new spells and weapons and a much larger world (three times larger, in fact). This world is divided into several indoor and outdoor regions, and a map-found early in the game-makes exploration easy. The visuals, too, have been improved, the 3-D world is more detailed and you move through it more quickly than in the original. Still, the non-linear quest can drag on at times. KF2 is also overly difficult in the very beginning.

This is definitely the direction the action RPG should go, but I don't think the technology is ready for this kind of development. The gameplay runs incredibly slow, and fighting monsters gets really old, really quick. I did like the plot, and once you get beyond the crawling action, King's Field 2 really opens up into a arge quest complex enough for any aspiring gamer. The texture detail is tighter, and your play options are far greater, but I can't shake the feeling that I'd like to see future sequels before I dive in headfirst. King's Field 2 is a game that I will only play once through, then it's back to the rental store

REPLAY VALUE

#### PLAYSTATION

#### PROJECT X2



CATEGORY: SHOOTER

BACK-UP: PASSWORD

BEST FEATURE: AWESOME BOSSES

WORST FEATURE: TOO TOUGH!

ALSO TRY: PHILOSOMA

Here's a game that fans of shooters should eniov. The rendered graphics look great and the techno soundtrack is perfect for the intense action of a shooter. The cinemas look alright but almost seem unnecessary and cheesey. The levels vary in look but are nothing too special. I wish the enemies weren't as big as they were—that's fine for Boss characters but it seemed like every other character was a quarter of the screen. Also, some of the bigger enemies have a constant shot that is really impossible to fiv through. Overall, I wouldn't do more than rent this one even though it looks great. A good one for shooter fans.

Forget it. This game is the epitome of frustration. It's one of the best-looking shooters around, I'll give it that. When I first looked at it, it seemed to put others like Raiden and Philosoma to shame But once the game started, I realized I was going to be in hell. The enemies are nonstop. Almost all of them take several hits to destroy. This normally wouldn't be bad, but in Project X2, it leads to several collisions that you can't avold. After getting the hang of this game, I found it much easier to not shoot anyone and just fly defensively, which is not the purpose of a game labeled as a shooter. And the Bosses? Good luck...vou'll need it.

This title reminds me of the shooters I used to play on my Amiga computer-shooters that packed plenty of style but little substance. Project X2 (which is, after all, a sequel to an Amiga game) certainly has beautiful, colorful graphics, but it's just not as much fun to play as less spectacular-looking shooting games, such as Raiden Project. It does offer several cool power-ups, as well as levels that switch between horizontal and veri.cal shooting action. Be warned, though—this sucker is hard. You'll come across many areas in the game where avoiding enemy fire is impossible. A password option ensures that you'll beat the game, though.

The shooter genre is seriously lacking on all platforms these days, and it's surprising that this is the best that Acclaim could come up with. The difficulty rating is high, but that shouldn't be too bad for experienced gamers. What disappointed me the most was total lack of story line and crisp graphics. I had a very hard time seeing enemy bullets on the colorful backgrounds, and my fat, slow ship wasn't obviously made for the type of dogfighting required here. Still, it's a great shooter challenge, and for those of us getting tired of the polygon fare of games, Project X2 is a welcome change of pace.

REPLAY VALUE

#### PLAYSTATION

#### TRACEMOT

INTERPLAY



CATEGORY: SHOOTER BACK-UP: MEMORY CARD

BEST FEATURE: TRIPPY VISUALS, MAN WORST FEATURE: REPETITIVE LEVELS ALSO TRY: ROBOTRON X

Yet another retro-enhanced title comes to the console side of gaming. Tempest X is a great title. The graphics are fast and quite awesome. I can't help but love the trippy graphic effects in Tempest X. I like that traditional Tempest is included, although even that is kind of trippy in itself. The music fits the game wellyou guessed it, it's techno. The control is a little loose but nothing that can't be overcome. There are plenty of levels, but my major gripe is that Tempest X is the only game that's on the CD. Sure, there are a few different versions (including the Duel Mode) but overall. I kind of would like more for my hard-earned cash.

is anyone else a little bit confused about how much people are getting excited over the remakes of the classic Tempest? I know I am. Tempest was a pretty good game, back in the days, Presently, I don't care how much glitter you put on the game, it's still old news And w thout a paddle controller, Tempest X just fails to excite me. With standard left-right controlling and the flashy graphics, I find the game more confusing than fun I thought the two-player Duel Mode may help, but that was even worse. The battlefields were so small, it was a pain to see what was going on. I'll pass, but Tempest fans will enroy this title

I don't know why so many people liked this title on the Jaguar. It's an okay game, I suppose, but nothing spectacular. You get all the great gameplay of the arcade original, plus enhanced graphics (the lighting effects are way cool), techno music, a two-player Versus Mode and lots of power-ups. But, despite its nostalgic charm, Tempest X didn't hold my interest for long. I'm not too crazy about the control, either. You're forced to use a control pad with a game that-in its arcade days-relied on an analog roller controller, and the lack of responsive controls makes Tempest X overly difficult. It's a solid, but not enthralling, shooter,

I was a great fan of the early Tempest in the arcade, and the main reason for this was the fast action possible by rapidly spinning around my targets. This just isn't possible in Tempest X, and by removing the skill of fast rotating, this is a rather uninspiring game. Interplay has tried to cover up this fact by using new power-ups and flashy music. Strangely, Tempest 2000 was far better on the Jaguar, even though they're essentially the same game The music, voices, and action was just smoother on the now-dead platform, and this version pales in comparison But, if you must have quasi-Tempest action, you're stuck with it.

INGENUITY

REPLAY VALUE

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with the firepower to creats.

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Proving open and for all

who the real force is:



They'll be armed with the dark side of the Force.

Fortunately, you've got a rotating thumb.



CATEGORY: ACTION

BACK-UP: MEM CARD/PASSWORD

REST FEATURE: GRAPHICS

WORST FEATURE: EVERYTHING FLSE ALSO TRY: SKELETON WARRIORS

Games like this may be a little tough to play, but quite honestly they make my job kind of easy. Dragonheart is great-looking with cool rendered backgrounds and digitized characters. Then the control and playability come into play and the game becomes below average The idea is quite good and since it's based on the movie (and cloes a nice translation) the game gets points for that. But I can't get past the poor control and the jerky movement of the characters. Some of the bit detection of objects in the game are kind of strange as well. This one is a definite rental for me. but if you're really curious and loved the movie, try it

Listen to my theory. Some game designer, who's out. of touch with reality, decides that, "Gamers nowadays want great graphics. Let's make graphics our only priority!" And boom, out comes Dragonheart, I said a long time ago that game designers should ask themselves. "If we took away the fancy graphics, would we have a good game?" Sadly, in this case, the answer is no. Like Skeleton Warriors, DH consists of a tedious trek through pretty levels, killing all that gets in your way. For a more entertaining game, take a look at Batman Forever instead Dragonheart has less substance in it than the Pope.

DH is very similar to Skeleton Warriors, in that it has pretty graphics, an excellent soundtrack and extremely weak gameplay. You do plenty of hackin' and slashin in this game, but that's about it. The combat is nothing special-you strike, then duck or block with your shield. Repeat until the bad guys die. Sure, you can collect money to buy new weapons between levels. and you battle some pretty impressive-looking dragons, but there's very little else about the game that's notable. DH doesn't control well, either; your character's sword attacks are sluggish, and his jerky reactions make certain obstacles impossible to avoid

Considering the failure of the movie, it's not surprising that the game would follow suit. The graphics are actually nicely done, although they appear unfinished, like the developers expected high interest, then halted production when the movie tanked. After the graphics, there is literally nothing worth mentioning. The music is okay, but not exactly mood-setting. The problems really start when you look at the gameplay Dragonheart has the feel of a game stuck together with duct tape. Jumping is a joke, and your biggest enemy is a log! Yes, a log! The best gameplay comes with the block ng, parrying and attacks Coaster Award!

SOUND INGENUITY 6

TOBAL NO. 1 10110100

CATEGORY: FIGHTING

BACK-UP: MEMORY CARD REST FEATURE: SMOOTH ANIMATION

WORST FEATURE - NEEDS MORE FIGHTERS

ALSO TRY: TEKKEN 2

I'm a true believer in buying games that aren't the best but are also far from being the worst. Tobal No. 1 isn't the best fighting game around, nor is it the best adventure/RPG around, but it is a fun game with lots of neat options (and it just so happens to come with an awesome Final Fantasy VII demo, too). The graphics aren't super realistic, but the animation is flawless and there are plenty of cool backgrounds to keep things interesting. The moves in the game are very cool as well. Some, like Tekken 2, almost make you feel the pain. Besides all of this, the characters are pretty hilarious (tike my favorite, the chicken man)

Tobal wins the fastest load time award for this year. This game's Quest Mode is mildly interesting, but the true gem is the Battle Mode. In my humble opinion, Tobal is the best-looking 3-D fighter on the market. The animation is simply incredible. The attent on to detail is remarkable. For example, if you try to sweep someone, their leg will still budge, even if they blocked the attack. It's too bad that Tobal can't compete with Tekken 2 in terms of depth in fighting moves. Barring that, Tobal is an excellent buy, considering you are getting two games (Quest and Battle Modes) p.us a short Final Fantasy VII demo.

Tekken 2 is sort of 3-D. The Toshinden games are almost 3-D. But only Tobal No. 1 is a true 3-D fighting game. Since you use the D-pad to guide your combatant around the arena, you can walk out of range of foes or rush up behind them. The only drawback to the game's 3-Dness is the control (you have to use the shoulder buttons to jump), but you get used to it. Each fighter can pull off a huge selection of moves and grapples. Tobal No. 1 includes a quest mode that, at the very least, will hone your fighting skills, as well as a demo disc that shows off Square's forthcoming Final Fantasy VII and other games

Without a doubt. Tobal has the smoothest animation I've ever seen in a fighting game. There is very little utter and distortion, no matter what angle the camera is pointing. The Story Mode is a welcome addition, giving Tobal a true 3-D world in which to roam around and conquer the various beasties. This mode is a little rough around the edges, thanks largely in part to the awkward control, but after a while you'll get used to it. My largest complaint is having to use a button to block rather than pulling away. Again, this is minor problem Otherwise, Tobal is a solid game that could have killer sequel potential.

SOUND INGENUITY REPLAY VALUE



BACK-UP: PASSWORD

REST FEATURE: LOTS OF CARS WORST FEATURE: POLYGON BREAK-UP

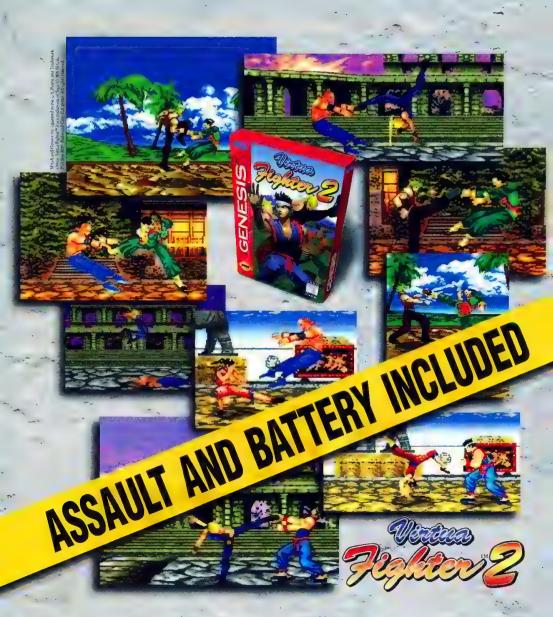
ALSO TRY: DESTRUCTION DERBY 2

Here it is—the sequel to EGM's Game of the Year. Does it stand up to last year's destructive romp through LA 2 You helicha' Twisted Metal 2 is everything the first one was and so much more. The new characters are great and the number of secrets makes things even more fun (like the Jet Moto level hidden inside the game). The cinemas are interesting and the character backgrounds are developed really well. There are some weird non-up problems but these are usually noticed when in One-player Mode (Two-player is too hectic to notice. The people walking around who you can hit almost seem like an afterthought.

I know a lot of people weren't wild about the mindless ride that Twisted Metal was, but how could you not enjoy blowing other cars up? I loved TM and I love TM2 just as much. It brought out the little Mad Max in me. The levels and special moves are the only real improvement to the game. The different cities add that certain themed touch that works so well here. I only wish that the designers could've improved the game engine somewhat. Just about everything looks like it did in the original. Same Jame explosions, same lame missile firing, same lame machine gun attacks. Cive us a better-looking game for part 3!

I wasn't all that crazy about the first Twisted Metal. but this sequel is worlds better, even though it looks like the same old thing at first glance. First off, you get more tracks, and these far-flung locations are larger and filled with more stuff to blow up than the first game's arenas. You can even topple landmarks such as the Fiffel Tower and the Statue of Liberty. (The game packs secret levels—like a track from Jet Motoas well). The cars-both new and old-all control better, and each wields a spectacular special attack. Even petter, button combinations let you unleash a slew of secret attacks. You get to run over mimes in Paris, too

I thoroughly enjoyed my time playing Twisted Metal 2 against my fellow Review Crew editors, especially Crispin (heh. heh). Even more impressive was that TM2 was very enjoyable as a one-player game too, unlike the first ut was good, but not this good). The story line is intense, and the little details are amazing The first time I blew up the Statue of Liberty, I immediately went after the Eiffel Tower! The addition of special attacks really improved the gameplay too, a.though the freeze option is a little cheap. For the next version, I'd like to see improved graphics, since that seems to be the one thing that didn't change.



Now you can experience true arcade fighting in the comfort of your own home. Virtua Fighter a has come to Genesis. Play as any of the eight original Virtua Fighter characters, and be sure to play dirty. Try Sarah's killer Scissor Kick. Akira's stunning Palm of Doom. Or Wolf's surprising Tiger Drive. It isn't always pretty. But it's always pretty ugly.









CATEGORY: FIGHTING

BACK-UP: NONE

BEST FEATURE: TONS OF FIGHTERS

WORST FEATURE: CORNY DIALOGUE ALSO TRY: KOF '96

'm a sucker for a good Samurai Shodown game. There's something cool about being a sword-totting guy (or girl) and slashing up opponents. Some of the special moves are very cool-I especially like the combo slashes The graphics are great and the character size is huge. The sound was good but really nothing special. I like the different modes of play especially considering there are so many characters to choose from. The backdrops are simply incredible-it's great the way they change as you're playing. As an arcade game, this one is a lot of fun to play (especially against a friend or foel

I'm starting to get as tired of the 2-D fighting scene as I am the Doom-cione. Outside of the Street Fighter games, everything else seems to lack that certain luster. Samurai Shodown 4, however, made me think differently, SS4 is the best Neo-Geo fighter there is Better than the Fatal Furies, better than the King of Fighters, SS4 looks great. The moves are clean and flashy (just like I like my women). The characters are better animated than any other Neo-Geo game, which is a pleasant change. Plenty of techniques and a wide variety of warriors make this a truly great fighting game. Don't pass this by at the arcades!

SS4 certainly won't hurt the Neo-Geo's reputation as the premiere fighting game system. It packs the same tight control gamers have come to expect from most SNK fighters and a whopping 17 combatants. The "slash" and "bust" modes also return for each fighter, thus doubling the amount of moves they can perform. Unfortunately, SS4 also retains the "Rage Explosion" system, which lets you pull off a cheap, devastating super move after you've taken enough damage. No big deal, though, since SS4 plays much better than SS3, whose small characters and shoddy control were d.sappointing. With SS4, the series is back on track.

Playing Samurai Shodown 4 was like going home after a long vacation. It plays very much like the previous versions, but uses larger characters than SS3 show the action is really in your face. I wasn't overly excited about this version, especially facing the dragging demise of the Neo-Geo, but every SS fan will be dying to get their hands on this one. I can't help but wonder if this series is hitting the end of the line. because the improvements are not enough to really make a difference between the various games. It's beginning to suffer the same fate of the Street Fighter series sequelitis

VISUALS

STREET FIGHTER ALPHA 2

NINTENDO



CATEGORY: FIGHTING

BACK-UP: NONE

BEST FEATURE: GRAPHICS WORST FEATURE: WAY TOO SLOW!

ALSO TRY: UMK3

Let's face it, there are just certain games that shouldn t be made on the 16-Bitters. Sure, they tried pretty hard and came relatively close, but overall SFA2 on the Super NES is more of a chore than anything else. There's a slight load time right before the battle and the sound sounds like it's being played through a coffee can—a poor-quality coffee can at that. Sodom's name was changed to Katana-I wonder why? The graphics were good but the poor control pretty much negated that. Speaking of poor control, I think back to Super SF2 and remember how well that played compared to this one. Oh well, maybe next time

Remember when Super SF2 came out for the SNES. and we all moaned, "Not another one?" Well, SFA2 is new, and different, enough to warrant it a look. It has all of the fighters and moves packed into the 32-Meg cartridge, But, perhaps 32-Megs wasn't enough. The game has so much in it, that the gameplay suffers greatly. This newest installment is the worst one of all the SNES SF games. It's very choppy and poorly animated. If it weren't for all the characters, I would tell you to get any of the other Super NES SFs instead. They all play much better than this one Unfortunately, the great features do not outweigh the bad gameplay.

SFA2 may represent the height of SF2's evolution, but the SNES version doesn't quite pull it off Sure, the game's backgrounds look fantastic, as do the fighters. They're well animated, and the large characters—like Sagat-stand tall on the screen. But it's when the actual fights get under way that the problems begin talthough even the fighting takes a while to start upthanks to the ultra-annoying load time that precedes each bout). This sucker is slow, proving that there's only so much animation and sprite manipulation that the SNES processor can handle. Still, all the moves are there and it'll do for those without 32-Bit systems

Talk about a disappointment! The graphics are amazing on the Super NES, especially considering the amount of colors needed to pull off SFA2's detail. The only problems are the music and animation speed. The music has a tinny sound typical of 16-8it games. so I can't complain about that too much. What kills SFA2 is the speed. Playing on Normal speed is like playing in slow motion. You MUST use the fastest Turbo speed, and even then you will be treated to slowdown reminiscent of the earliest SNES games! Overall, it's a great attempt, and anyone not willing to upgrade systems will have to settle for this version

MAUI MALLARD

NINTENDO

CATEGORY: ACTION BACK-UP: PASSWORD

BEST FEATURE: ANIMATION WORST FEATURE: QUIRKY CONTROL

ALSO TRY: ALADDIN

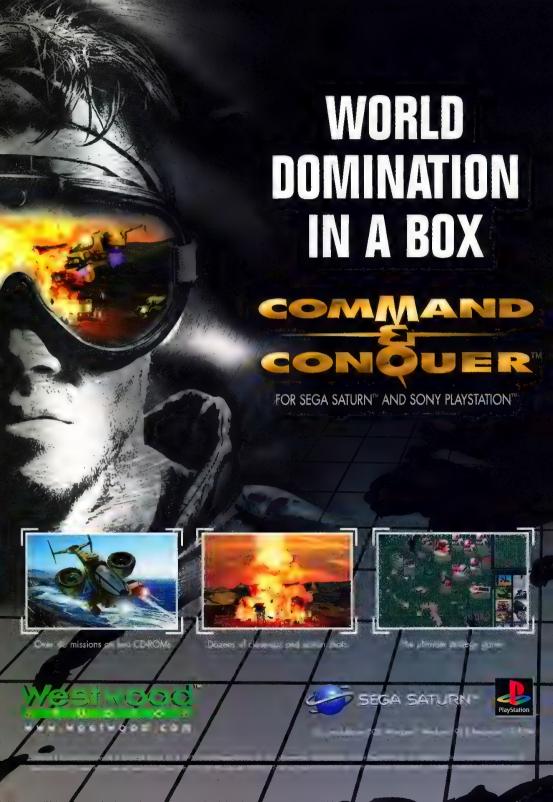
This game took me back to the days when 16-Bit systems were at the top of the line. Maui Mallard has all the qualities of a great side-scroller. The graphics aren't rendered like Donkey Kong Country and that makes it even more like the olden days. The levels are great-sometimes seeming like they'll never end. The large number of secrets to find and the interaction with the background make for long gameplay. I like the option of changing into the ninia-version of the duck. There is also a good number of different enemies to encounter. This one is refreshing-a great one to get if you still have your Super NES.

Am I getting old? I thought Maui Mallard was Donald Duck, but he seems to be his own character, Anyway, Maui Mallard is better than most side-scrollers on the market (and that includes DKC3). I say that primarily for one reason. The levels are wide open and huge! You can choose different paths to go down, and they go in every direction. I also like that you can change into a ninja duck that has different abilities. Certain areas can only be accessed by the ninja, giving this game that (very) tlny bit of technique that these types of games are typically missing. The color palette is there, but I would've liked to have seen better control.

It's about darn time this long-delayed side-scroller was released. MM is further proof that the Super NES is going to stick around for a while Its sprawling. non-linear levels will keep you exploring for weeks. Like most Disney titles, MM offers top-notch graphics and smooth animation. But it is the slick control and the main character's moves that are the game's real stars Maui, when wearing his ninia outfit, can use his staff to swing to higher platforms or shimmy up narrow passages. The only moves that could use some tweaking are Maur's leaps-he tends to drift a bit when he's airborne. But you soon get used to it.

This is the most fun I've had with a 16-Bit title in a long white! Maui Mallard really has his act together. and I couldn't get enough of the great animation and inventive actions of the famous duck. The Ninja/Normal Modes were a great technique to add significant gameplay, but I would have liked to have seen a little more. The control is near-perfect, with even the hardest jumps easy to accomplish after a little training. My biggest complaints are the lack of a good soundtrack and the "forced" difficulty of certain jumps (one pixel out of reach). If a 32-Bit version is in the works, I'd love to see the improvements.

74 = -





GO WHERE NO MAN

HAS EVER COME

OJI ALIVE NOTICE

WE SAID "MAN"



F THE GAME GRAPH CS
DON'T BLOW YOU AWAY
ONE OF THESE WILL

OMETIMES,
HAVING A

TREASURE STEKING
PUZZLE SOLVING ALLIGATOR
WREST, ING. AND STILL I ME
FOR A F GHT

feet. Other times, you need all of the above plus grenades, a shotgun and a matching pair of nine millimeters. Such is your fate

Sometimes, you also need guts. Or a brain. Or quick

when you control Lara Croft, heroine

heartthrob of Tomb Raider.

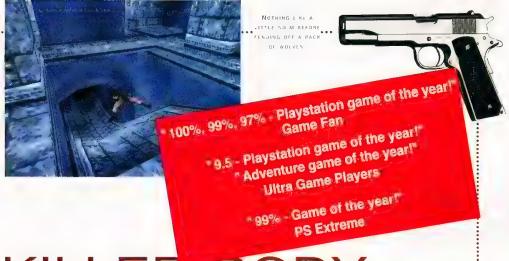








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NOT FJERVONE STES
A BAGART HIGHT

Lara has her sights on a few ancient artifacts, and she's not going to let anything or anybody get in her way.

Alligators. Wolves. Thugs. They're all tempting fate once in Lara's path. But hey, what's a little temptation?

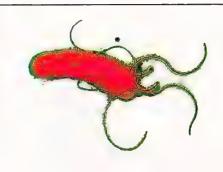
Especially when everything looks this good. In the game we mean. Check out Tomb Raider at www.tombraider.com.

















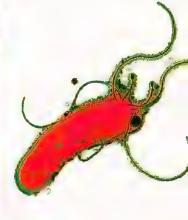
# SAUE THE PLANET FROM A DEADLY VIRUS WITH





















## OUT LEAVING THE COMFORT OF YOUR BOMB.

thold on tight, this ain't no joyride. It's up to you to wipe the life-mutating Machine Head virus off the face of this zombie-infested planet. Equipped with a bombful of futuristic weapons, you have exactly fifteen missions to annihilate each and every one of the putrefied mutants. And then face the viral villain himself in the mother of all showdowns. So don't just sit there. Your bomb is waiting.



# TRICKSTRADE

#### TRICKMAN TERRY LOOKS FORWARD TO A NEW YEAR!

Happy New Yearl Well, 1996 was a fun year, wasn't it? We can remember it as the year when Nintendo finally released its 64-Bit giant to the public. Also during the year, some systems shoved out their last bit of gaming glory and then died. More is being demanded of game companies than ever before, and that means more quality products. Trickman Terry is looking ahead to what 1997 might bring in the world of video gaming entertainment. This will probably be the year that we are going to find out the real story behind such hot news items as the M2. PlayStation 2 and the Bulky Drive. Whatever the case may be, Trickman Terry knows that it. will be an awesome year for tricks! Just send your tricks, codes, cheats, FAQs and holiday greetings to:

Tricks of the Trade
1920 Highland Avenue, #222
Lombard, IL 60148
or send e-mail to:
equitils@mcs.com

while Terry awaits new information with baited (and bad) breath, he'll most likely be looking at the letters from all his loyal trickfans. If Terry likes your rick and uses it, you'll get your name printed in this awesome magazine, and we'll send you a FREE game for the system' of your choicel Gaze at the tiny text below for details on the free stuff. Make sure if you send e-mail that you include your real name, address, city, state and zip code.

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## TRICK OF THE MONTH

## **ULTIMATE MORTAL KOMBAT 3**

SYSTEM: Genesis PUBLISHER: Williams Ent.



At the Start Game/Option Screen, enter the code.

This trick will give you three secret menus with many cheats inside them. At the Title Screen (with Start Game/Options), quickly press A, C, Up, B, Up, B, A, Down. New menus will appear underneath the Options called Cheats, Secrets and Killer Codes. Under these menus, you will be able to access a sound test, increase vour continues, play a hidden shooting game and much more. You can even enable the Bosses so you can



Three new menus will appear undemeath the Options.



You can enable Bosses, play a hidden game and more!

choose them at the Player Selection Screen.

> Steve Tsou Reading, PA



Enter any one of the menus and you will get a list of cheats!



# SCORE BIG WITH A CONTROLLER FROM INTERACT ACCESSORIES AND *EGM*!

Everyone who sends in tricks to the Trickman has a chance to win the Interact accessory of his/her choice for one of the following systems: PlayStation, Saturn, 3DO, Super NES. Genesis, Game Boy or Game Gear! If you send in a great trick, you'll be eligible to win our TRICK OF THE MONTH sweepstakes! If you win, you'll score your name in print. the Interact Accessories controller and a free game for the (allowable) system of your choice! Contests like this are only found in the Biggest and Best Video Game Mag, Electronic Gaming Monthly!



Offices, Relia AND CONDISCES. It is a will know by a minute content of both many executive country of the first content of the part of the content of the co



CAUTION: TO ENSURE THE MOST ACCURATE RAC EXPERIENCE, DEVELOPER, BULLET, PROOF SOFTWAR

-MODIFY YOUR RACER WITH TURBO CHARGERS, EXHAUSTS.
\*\*INTAKES, SUSPENSIONS, BRAKES, TRANSMISSIONS, FEB.

-POWER SLIDE PAST TRUCKS, BUSES, AND SURFACE TRAFF
-ACTION-PACKED CIRCUITS BASED ON TOKYO HIGHWAYS

ENLISTED THE GUIDANCE OF RACING CHAMPION TSUCHIYA AND AUTOMOTIVE SPECIALIST, MASAA TO TEST YOUR DRIVING SKILLS, BULLET-PROOF P RECREATED THE PHYSICS AND HANDLING OF FA

HIGH-PERFORMANCE FEATURES:

DYNAMICS. TIRES AND ELECTRONICS. 12 SLEEK WORLD-CLASS SPORTS CARS

POLYGON GRAPHICS

SIX SUPPLEHARGE TO ST





ERECT: ON CLASS

CONNOISSEUR-CLASS 3D TEXTURE MAPPED

(I BANDOM INSTAKINGL H RACE CAR



FinaiLap



# RICKS

# CODES

#### PROJECT DVERKILI

-by Konami
or PlayStation
It may not be invincibility,
out it sure is close to it!
dere is a code that will
allow your character to be
unseen...quite advantageous
when moving in for the kill!
fo enter the cloak code, just
oress Start on controller one
to pause when within the
game. While paused, highight "Review Mission." Then
nold Triangle, press Square,
Circle, Circle, Square and

Circle, Circle, Square and release Triangle. Hold X, press Triangle, Triangle and release X.

If done correctly,

'Cheater!" should appear at he top of the screen. Then press Start again to unpausethe game, and you will notice that your character is cloaked. Now you can wander right in front of your enemy without him/her takng any notice. Note: This code works just as if you picked up the item, so the effect will wear off after a while. Enter the code again when this happens, as often as you wish. This gives you he opportunity to continue the game without cheating

## ULTIMATE

the whole time! Also, when

nsectoids can still attack.

ou are cloaked, certain

enemies such as the

ou, if provoked.

-by Williams Entertainment for Super NES

To get an eight-on-eight Endurance Match, get to the Match Menu of the game and dighlight "Start." Now hold the top L and R buttons and then press the Start...

(continued on p. 86)

## **TWISTED METAL 2**

SYSTEM: PlayStation

PUBLISHER: Sony Computer Entertainment



These tricks will give you an advantage in the game, Twisted Metal 2, and make it more fun:

#### Special Moves

During the game, you will have access to a number of special moves and attacks for any vehicle you choose. Three of them are already listed in the manual (Freeze, High Jump and Rear Attack). Here are some more that you can do while in the game (Note: Your special meter must have some energy to do these moves. Each one takes different amounts of energy).

Land Mines: Right, Left, Down.

Napalm: Right, Left, Up Shield: Up, Up, Right Temporary Invisibility: Right, Down, Left, Up.

#### Secret Characters

To access two secret characters from the first Twisted Metal game, go to the Car Selection Screen and press the following buttons on the first controller: After entering the code, you will hear an explosion to confirm that you did it correctly.

Sweet Tooth: Up, L1, Triangle, Right

## Minion: L1, Up, Down, Left. Secret Battlegrounds

These stages can only be accessed in a two-player game. Choose a Challenge Match and at the Battleground Selection Screen, enter the following codes to get these new battlegrounds. After the



Press Right, Left, then Down to leave a mine behind!



To get a temporary shield, press Up, Up, Right.



In the Car Selection Screen, you can access the old Sweet Tooth!



At the Battleground Selection Screen, put in the tricks.



For Suicide Swamp, press Up, Down, Right, R1.

code has been entered, you will hear an explosion to confirm the code was entered correctly. **Cyburbia:** Down, Up, L1, R1.



For a burst of napalm, just press Right, Left, Up.



For invisibility, press Right, Down, Left and then Up.



The Boss from the first game is available for play with a code!



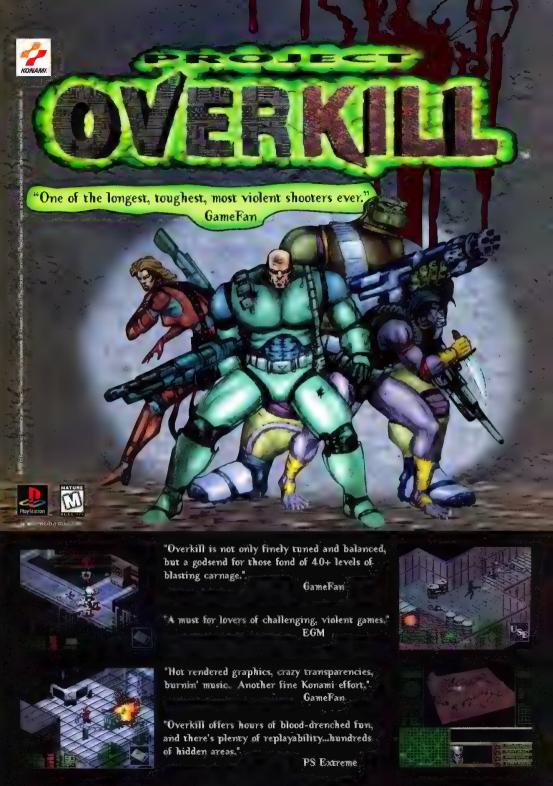
For Cyburbia from TM1, enter the code Down, Up, L1, R1.



For the Rooftop, enter Down, Left, RI, Down,

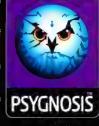
Suicide Swamp: Up, Down, Right, R1.

Rooftop: Down, Left, R1, Down.





new tracks are longer, wider, faster, plus four destruction bowls. Cars roll, cars flip, cars fly off the track. There's more deadly debris to deal with - tires, doors, hoods get jettisoned and serve as incoming missiles. There's all new fire, new explosions, and improved suspensions for more















# RIGKS

# KILLER

## ULTIMATE MORTAL KOMBAT

-by Williams Entertainment for Super NES

button. A screen will appear with eight boxes on each side that allows two players to choose characters from the game to fight in an all-out brawl. Now, here is a way to access a weird glitch within this mode. After you access this screen, do a Random Select (hold UP and press the Start button) and the computer will select the characters to put in the boxes. Now, if the computer selects an "E" as one of the characters it will be a very alitchy version of Sheeva. When you get to fight this character in the endurance match, all you will see is a few pixels of graphic data and the stage might act like it has a vertical hold problem! When fighting, your character might fall through the floor and appear in another part of the stage. At some point, the game may glitch out all together, so use this code with caution! Drew Koscelek; Ansonia, CT





heeva is just a few pixels of ata that Kung Lao can't hitl

#### **DIE HARD TRILOGY**

SYSTEM: PlayStation PUBLISHER: Fox Interactive



Begin one of the Die Hard games and press Start to pause, Press and hold R2 and then press Left, Right, Up, Down, Square. Each game will give you different results. Die Hard: The code gives you unlimited energy (invincibility) Die Harder: The code gives you unlimited energy, map editor (Start button) and a weapon select (Triangle). Die Hard With a Vengeance: After entering it, press Start on controller two for the options. Press Triangle to toggle the clock and X to select your level. John Hagg; Lantana, FL



Press Start to pause the game and enter the code.



You will be invincible to all qunfire from your enemies!



In Die Harder, you can select your weapon with Triangle.



Pausing the game will give you access to a level map editor!



On the third game, the clock can be turned on or off.



Use the pad and the X button on controller two to select levels.

### NAMCO MUSEUM VOL. 2

SYSTEM: PlayStation

PUBLISHER: Namco

Within this set of Namco games is a code for Dragon Buster that will fill your lifebar. Just do this simple code to get it to work. Choose Dragon



Buster from the Games Menu. At the Dragon Buster Title Screen, press the Select button about 10 times or more, then press Start to begin the game. When your vitality in the game gets to 32 or below, press L1 and R1 simultaneously. Your vitality will rise to 128 and this will use one credit.



When your vitality is below 32, press LI+RI simultaneously.



At the Dragon Buster Title Screen, press the Select button 10 times.



Your vitality will rise back up to 128, and you'll use a credit.

# Did you Buy the Right Racing Game?

challenges and startling amount of depth, challenges and startling amount of depth, formula 1 is the game that changes everything.

Next Generation: 5 stars



Prepare to become addicted— Formula 1 sets a new benchmark for graphics AND gameplay."



To put it simply Rayguesis has created a masterpiece with formula 1. In terms of playability and depth, no other racing game even comes close."

Diehard GameFan: 95% 95%, 94%









Nearly One Million Gamers Can't Be Wrong!

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# Lomax & Evil Ed take Good vs Evil to a whole new level.

# 44 of them to be precise.

If you want to fight evil, then you'd better be ready to go the distance. The mischievous Lomax is in way over his head. But only he has the power to conquer Evil Ed and break the diabolical hex that has been placed on his friends.

Zoom in & out of detailed landscapes up to 10 layers deep. Use amazing flame-thrower helmets, helicopter helmets and many

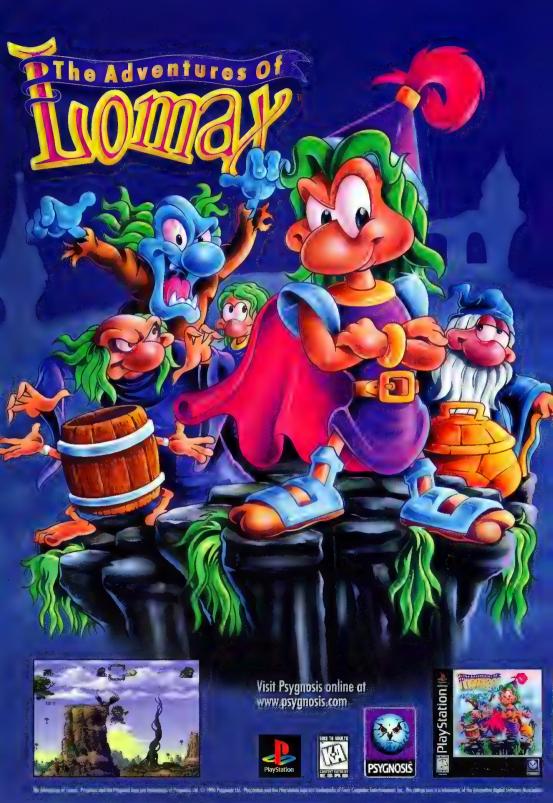
more, to vanguish evil.

But look out. The Adventures of Lomax can be habit forming, and that's something even you may not be strong enough to fight.









## DIE HARD TRILOG

SYSTEM: PlayStation PUBLISHER: Fox Interactive



-by Nintendo for Nintendo 64

There is a way to ride the dolphin in WaveRace 64! Choose Stunt Mode from the Main Menu, Select your watercraft. Now, you must make sure that you choose Dolphin Park on the Course Select Screen, Now you will begin your race. To get the trick to work, you must pass through every ring and perform every stunt within the course. Once you do this, you will hear a dolphin squeak at you. Now go back to the Main Menu and choose Championship Mode with the skill of Normal. Pick the Warm Up and when choosing your watercraft, hold Down on the analog stick and press the A button until you start your race. Now you will be in Dolphin Park riding on the back of a dolphin instead of your watercraft!



n Dolphin Park, you can ride n the back of a dolphinl

-by Virgin Interactive for Saturn

On NHL Powerplay '96 there is a way to access a secret team. Either choose Quick Start or under the New Game Menu, choose the Exhibition Mode...

(continued on p. 92)



To get a crazy code to work in Die Hard Trilogy, just follow this simple procedure. While playing the first Die Hard game, hold the R2 button and press the Triangle button 10 times. Then press Right four times. All of the characters in the game will turn into stick men! Also, everyone will be color coded just like they are on the radar. You will be white, the bad guys red, the hostages blue and the dead guys yellow. I didn't know sticks could bleed!

John Hagg Lantana, FL





All of the characters in the game, including yourself, will be stick people! They will be color coded like the dots on the radar.

### TOBAL NO. 1

SYSTEM: PlayStation

PUBLISHER: Squaresoft

This trick will get you a different camera view for Tobal No. 1. At the Character Select Screen, press and hold L2 and R2 until the battle begins.



Once you start the match, the camera view will change into a three-quarter perspective for the entire battle. This won't give you any advantage in the game other than a new way to view the action.

> Takashi Yamamoto Fort Lee, NJ



While choosing a character, hold L2 and R2 until the battle begins.



Normally, the game has more of a view from the side.



Now the game has more of a three-quarter perspective.

And you thought your commute was hell.

Download the Shareware: www.mindscape.com Or see your retailer.

NECRODOME is real-time. 3D. luluristic molorized mauhem. Drive a powerful, armored vehicle bristling with mega-weapons. Win or die in 30 extremely daunting arenas.

Cooperative play lets two players man a single vehicle — one can drive and the other can blast anything that movest If your ride gels thrashed don't give up

- run for your life, commandeer another vehicle of continue the battle on footl

Head-lo-head and cooperalive play via modem and nelwork has never been easier. Boot up: log on and head out for more gut wrench. ing action than you can handlel

NECRODOME. The Drive to Survive.







Windows 95 and PlayStation CD-ROM





-by Virgin Interactive for Saturn ...by simultaneously pressing and holding buttons A+Y+C Now scroll through the

teams until you see a red symbol that says "Rad Army." This is the Radical Entertainment Team. Their team rating is 99, which makes them a powerful

force against any top team!

Mike Bell Murrieta, CA



After the USA flag will be the Radical Entertainment Team.

-by Namco for PlayStation

This little trick is the same for Volume 2 as it was for Volume 1. Again, Namco allows you to pass the time away, making the loading time a little more tolerable. At the Now Loading Screen, Mappy will be bouncing up and down across the screen. Simply press any of the buttons on the pad rapidly to make him go faster.



## OMB RAID

SYSTEM: PlayStation PUBLISHER: Eidos



When you are in the game. go to the Inventory Screen by pressing Select. Now press the following buttons in this order: L1, Triangle, R2, L2, L2, R2. Circle, I.1. You will hear Lara make a sound. Now press the X button. Go back into the Inventory Screen with Select. You will now have access to all the weapons!



Back in the Inventory Screen, you will have access to all weapons!

## STREET FIGHTER ALPHA 2

SYSTEM: Saturn

PUBLISHER:

Cancom

ontain finishing umations aft e wine hold be on 8 for a little izance or haid but ean A to get a requence of kicks anding in her shor ipping off and histha her head.

To get Sakura to do some fancy victory animations any time you win, just do the following tricks: Little dance:



Hold button B to get Sakura's little dance after she wins.

Hold button B as soon as you win: Kick off shoe: Hold button A as soon as you win. They will work every time.



Holding button A will make her do a sequence of kicks with a flying shoe.

## **MOTOR TOON GRAND PRIX**

SYSTEM: PlayStation

PUBLISHER: Sony Computer Entertainment



To get a hidden Options Menu in this game, highlight the Options from the Main Menu. Now press and hold L1+L2+R1+R2. With these

held, press X. In addition to the normal options that appear, you will have access to many more under each subheading such as Ghost Car. View Angle, Missile View. Position Marker, Panel Layout, Track Map, Headup Speed Meter and much more. You can choose to turn these ontions on or off



Normally, the options would look like this with only a few.



At the Main Menu, press and hold LI+L2+RI+R2 and press Start.



After you do the trick, you will have plenty more to use.



## STAR GLADIATOR

SYSTEM: PlayStation

PUBLISHER: Capcom

-by Nintendo

or Nintendo 64 Here's a great trick that will take Mario to the sky! When you are at the lower evel and you have already peaten the Wall Boss, go nto Door #1 on the rightnand side. Inside, there will pe a picture of a castle. lump inside this world and go to the tree at the beginning of the level. There should be an owl inside. Climb up the tree and scare his owl out. You should now e able to talk to the owl. He will offer you a ride around he island just as long as his wings hold out. Take him up on this offer and you will be able to fly around locating nidden secrets that were pretty much out of reach pefore. With his help, you can now find stars that are ocated on platforms. Jump

lown and get them.

-by Microprose or PlayStation

While at the Loading Screen, press down at the ame time: L1, L2, R2 and X outtons. If done correctly, Cheat" will appear on the upper left-hand comer when ou begin your mission. This vill access an Unlimited Ammo cheat, which will illow you to have enough ire power to blow your way hrough each mission.



#### HERET CHARACTERS En the The Screen. hold the Select button while entering Arcad Mode. Move on the the correct charas ter and enter any one of the codes below to get you 127 7 0

Listed below is the method to access each of the three new characters that were previously unplayable. Bilstein: At the Title Screen, press and hold Select while entering Arcade Mode, Keep holding Select, move onto Gore and press X, Circle, X, Circle, Square, Square, Square, Triangle, Triangle, Triangle, X+Circle.

Kappah: At the Title Screen. press and hold Select while entenna Arcade Mode, Keep holding Select, move onto Hayato and press Circle, Square, Triangle, Square, X, Square, Triangle, Square, Circle, Square, X+Triangle.

Blood: At the Title Screen, press and hold Select while entering Arcade Mode, Keep holding Select, move onto Bilstein and press X, Square, X, Square, X. Square, Right, Circle, Triangle, Circle, Triangle Circle, Triangle, L1+R1.

Pat Dolan: Rockford, IL



Hold the Select button while entering Arcade Mode.



On Gore, keep holding Select

CHARACTER SELECT



fou will then have access to the character, Bilsteinl



On Hayato, keep holding Select and do the code.

CHARACTER SELECT



You will then have access to the character, Kappahl



From Bilstein, hold Select and do the method for Blood.



These characters are playable in a one- or two-player match.



Either way, these new characters will be easy to learn.

#### TRIPLE PLAY '97

SYSTEM: PlayStation

hear different crewd

PUBLISHER: Electronic Arts



After a home run is hit by your team, press the following buttons while the hitter is running around the bases: Square=A horn Triangle=Scream (Yeah) X=Scream (Oooh) Circle=Scream (Eeyooh)

Chris Lee



Press Square, Triangle, X or Portsmouth, VA Circle to hear different effects!

## TIME COMMANDO

PUBLISHER: Activision SYSTEM: PlayStation



At the Main Menu of the game, enter the "Code" Option. At the Password Screen, put in the word, ACTIVATE. Then press the X button. You will begin the game at Level 1 as normal, but you'll start out with very little energy in your lifebar. Instead, you will start



From the Title Screen, highlight and choose the "Code" Option.



word, "ACTIVATE" and press X.



You will be warped to the first level with 99 chips and more!

out with four batteries and

99 blue chips!



You'll have little life energy, so play smart to conserve it.

Steven Ferrucci East Haven, CT

# KILLE

-by Sega for Saturn

The following codes when entered at the Title Screen will allow you to choose four new characters and a way to use your specials on your main buttons. Note: These codes need to be entered in the following order to work. For **Repli/Wolf** enter: A, B, Z, X, Y and C. For **Special Weapons** enter: A, Z, C, X, B and Y.

For Vermilion/Sho enter: A

Y, C, X, B and Z.

The VR Surfer...the only sotraless 3D eyewear compatible with your PC and TV, yet costs under \$100, Saming and interactive entertainment with deptile defying visuals put you in the actions You can also build your own ap reality. Easy plug and play kit with free software lets you develop 3D content using oppular graphics OTOGICATION \$99.95 introductory price includes:

Using right, witeless are system utilizing siqual avail structuring fechnology(LCD) MASTINER · Infrared (Differentimer co-goMovim Windo ws - based application software, Experience Stereo 3D with Starso VR") MUX-fif", and 3D Buckdrops" Descense Ik Destination Quarcson, 3D Pong", Lungdelie (ECG9 he) EV alkaline barrer) celers VI Ear Da the VR Surfer Libic (Floca -888 VR SURF order your VR Surjector, In your face, incredibly History Anna Anna believable 3D effects popping 🦳 on lease give on the screen with images so real you'll think all hell broke losse!



#### IPEOUT XL

SYSTEM: PlayStation PUBLISHER: Psygnosis



-by Sega for Saturn

Here are several cheats to quickly enter at the Main Title Screen in your nextgame of Gun Griffon. The codes are as follows: For Mission Select enter: W

Y, A, Y, Y and Start. To Charge Your Enemies:

enter: Right, Right, B, C, A and Start.

For Invincibility enter: Left Right, B, C, C and Start. To Double Hit Points enter: X, Y, Z, Up, Down and Start. To See Ending Sequence enter: Down, Up, Right, A.

Left and Start. To Change Height enter: Down, Left, C, C, Start and then press C or Z on controller two to change height...

To Disable Centering on Turret enter: B, B, B, Up, C and Start.

The following codes are not to be entered at the Main Title Screen, but when within the game.

To See Debugging display enter: Right, Right, X, B, A, L, L, L, R on controller two. A Debug Screen will then appear, if done correctly. To Rotate the Windmill

repeatedly press the C button on controller two quickly to make it go faster.

-by Nintendo for Nintendo 64

Go to the Cool, Cool Mountain Stage and make your way to the edge of the cliff past the snowman without a body. You will see a creature shaped like an egg with a flower on top of its head. Go to the edge of the cliff, let the enemy follow you and jump onto it. You (continued on p. 98)

When the PlayStation logo appears, pres and hold LI+R2+START SELECT. Hold them for the duration of the loading screens to get animal rehicles

After you put the WipeOut XL CD in the system, wait until the PlayStation logo appears and then press and hold L1+R2+Start+Select, You must hold these for the duration of the trick, or it will not work. When the Title Screen appears, take your finger off the Start button and then press and hold Start again with the rest of the buttons while the Loading Screens are on. Once the Main Menu appears, you will be rewarded with animal vehicles that have replaced the regular teams.



As soon as you see this symbol, hold L1+R2+Start+Select.



Hold them all until you see this screen with a bee for the team.



Choose the team's animal vehicle you want to play.



When you see this screen, take your finger off and press Start.



Pick all your options, tracks, race types, etc. to get ready.



You will be racing against other animal vehicles from other teams.

## PILOTWINGS 64

PUBLISHER: Nintendo SYSTEM: Nintendo 64

Here are some interesting and helpful codes for PilotWings 64. If you fly under things like bridges and caverns, you will get applause

ly under things in the terrain to eet applause and and next to the gas station in Florida (Little States) to fill your jetpack up with gas againí

from the adoring crowds. Also, while exploring the Little States, if you happen to come close to running out of gas. look for a highway intersection northwest of Cape Canaveral in Florida. You will see a gas station by the highway. Get close enough to it without crashing for free gas!

A.J. Merrifield; Agoura, CA



In the Little States near a highway in Fiorida, there will.



Flying under objects such as bridges will get you applause.



be a gas station. Land next to it without crashing to fill up!



#### WIPEOUT XL

SYSTEM: PlayStation PUBLISHER: Psygnosis

The following passwords are for Challenge 1 and 2, which can be entered in the Options Menu. Move to the Password Option and enter the codes as shown here:

Challenge 1: Square, Circle, Square. Triangle, Circle, Triangle, Triangle, Circle, Square, Square, Square, Triangle, X, Square.

Challenge 2: Square, Circle, Square, Triangle, Circle, Triangle, X, Square, X, Triangle, Triangle, X, Circle, Circle,

Once you have entered either one of these codes, go back to the previous menu and highlight "Race Type." Access this option and you will see the Challenge Option underneath the rest of the types of races.





Do the code correctly to gain new race types as shown.

#### WIPEOUT XL

SYSTEM: PlayStation

PUBLISHER: Psygnosis

If you want to jump ahead of the competition, you had better be able to get off the starting line in a hurry. What you must do to get a fast start is keep the gauge of the thrust meter between the first two large bars. When the announcer says, "Go," then you will be thrusted ahead as if you had landed on a turbo boost. You can put the gauge between these bars either by accelerating until it is around that mark, then repeatedly pressing the button so it stays around that mark,



or by timing it so the meter is in that area by the time the announcer says, "Go." Either way will work fine.



### IT'S AMAZING THAT YOU SURVIVED WITHOUT IT



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# CODES

# SUPER MARIO 64

by Nintendo or Nintendo 64 will begin to spin like a elicopter. Press and hold ne A button to spin faster. nd auide vourself off the dge. Maneuver Mario close the mountain, but if you it it, vou will fall. You will ee a crevice on the lower art of the mountain. Aim or this opening and try to and on the platform right nderneath the mountain. nce you land here, it will e easy to find one of the nore difficult stars, "Wall icks Will Work!

#### ULTIMATE MK3

-by Williams Entertainment: or Super NES -To access Smoke, just fol∻

ow these easy directions. At the Copyright Screen, ress and hold Left and A. kelease these buttons. Then when the "Williams" Screen ppears, press and hold fight and B. Release these luttons. Finally, when the creen with the quote, There is no knowledge that port never " annears press

There is no knowledge that s not power" appears, press and hold X and Y. Then elease these buttons.

If Robo-Smoke appears to the Title Screen, you have lone it correctly. Now, thoose Robo-Smoke at the layer Select Screen. Right fifer this hold: Left, X, Y, L, and R buttons until the natch begins. For controller wo press: Right, X, Y, L and k buttons. If done correctly, cobo-Smoke will immediately turn into Human Smoke

nd you will be able to play

## **MACHINE HEAD**

SYSTEM: PlayStation

PUBLISHER: Eidos



At the Main Menu of the Title Screen, enter any one of these codes to get the results as shown:

As shown:
Infinite Ammunition: Circle,
Circle, Circle, Circle, L1, Circle,
L1, L1, Circle, L1, Circle, L1,
L1, Circle, L1, Circle, L1, L1,
L1, L1,

Infinite Energy: Circle, L1, L1, L1, Circle, L1, Circle, Circle, L1, Circle, Circle, Circle, L1, L1, L1, L1, L1, Circle, Circle, L1.

Level Select: L1, Circle, L1, L1, L1, Circle, Circle, Circle, Circle, L1, L1, Circle, Circle, L1, Circle, L1, Circle, Circle, Circle, Circle (Then use R1 and



Do the code for infinite ammunition at this Main Menu.



Enable the Level Select to choose your starting level.

R2 to select your level).
You will hear a laugh if you did a code correctly. Now you will never run out of ammunition, never get hit and you can choose your starting level. These cheats should have you beating the game in no time! To turn a

code off, just do it again at the

same Main Menu Screen.



Infinite energy is yours when you enter this codel



The R1 and R2 buttons will let you scroll through each level.



With infinite ammo and energy, there's nothing that can stop you!

#### LOADED

SYSTEM: Saturn

PUBLISHER: Interplay

During the game, press Start to pause. Now highlight the "BGM Volume" Option. Now, in succession, press the top L button, Z, B, X, C,



Cheats Menu

top R button-keeping each button held in the process. This will bring up the "Cheats" Menu where you can skip levels, increase your ammo, power and lives. Highlight one of the options and press C rapidly to increase its number (for lives, power and ammo only).



The "Cheats" Menu will appear with many options!



Pause during play and highlight "BGM Volume." Then do the trick.



Pressing C rapidly on any option will increase its number.

s him.



Issue #84	Need for Speed PS	
Battle Arena Toshinden Remix SAT	PO'ed PS	
Captain Quazar 3D8	Power Piggs of the Dark Age SNES	
College Slam SNES	Prehistorik Man SNES	
Goal Storm PS	Primal Rage PS	
Hang-On GP SAT	Tekken 2 PS	
In the Hunt PS	Theme Park SAT	
Namco Museum Vol. 1 PS	Williams Arcade's Greatest Hits PS	
NBA Shoot Out PS	X-Men: Children of the Atom SAT	
Valssue #85	PO'ed PS	
Agile Warrior F-111X PS	Resident Evil PS	
Battle Arena Toshinden Remix SAT	Return Fire PS	
Bust-A-Move 2 PS	Stam 'N Jam '96 PS	
Guardian Heroes SAT	Solar Eclipse SAT	
King of Fighters '95 SAT	Street Fighter Alpha 2 ARC	
Night Warriors SAT	Super Mario RPG SNES	
Pocahontas GEN	VectorMan GEN	
Vicence #96	Need For Speed PS	
Battle Arena Toshinden 2 PS	NFL Quarterback Club '96 SAT	
Bust-A-Move 2 PS	Shellshock PS	
	Slam 'N Jam '96 PS	
College Slam SNES		
Cyberspeed PS	Street Fighter Alpha PS	
Donkey Kong Country 2 SNES	Triple Play '97 PS	
GEX PS	Ultimate Mortal Kombat 3 PS	
Iron Storm SAT	V-Tennis PS	
Jumping Flash! PS		
This guide is a reference to all of the game codes printed within the last six months of EGM. Note: This does not include Game Shark codes or any other codes that use a peripheral attachment.		
(Look for the update in next month's Tricks of the Trade!)		

Issue #37	Pile Malie en CA
	PilotWings 64 N64
Bladeforce 3D0	Resident Evil PS
Clockwork Knight 2 SAT	Skeleton Warriors PS
Golden Axe: The Duel SAT	Super Mario 64 N64
Gun Griffon SAT	Tetris Attack SNES
Gunship PS	Ultimate Mortal Kombat 3 SAT
International Track and Field PS	Worms PS
Need For Speed PS	
Issue #88	Namco Museum Vol. 2 PS
Bogey: Dead 6 PS	Need For Speed SAT
DecAthlete SAT	PilotWings 64 N64
Descent PS	Robo Pit PS
Die Hard Trilogy PS	SimCity 2000 PS
Earthworm Jim 2 SAT	Skeleton Warriors PS
Game Guru 300	Skeleton Warriors SAT
Gun Griffon SAT	Starblade Alpha PS
The Hive PS	Super Mario 64 N64
Lemmings 3-D PS	Tetris Attack SNES
Namco Museum Vol. 1 PS	Virtua Fighter Kids SAT
Issue #89	Mortal Kombat Trilogy N64
Battle Arena Toshinden URA PS	Mortal Kombat Trilogy PS
Blast Chamber PS	NFL Quarterback Club '97 PS
Bogey: Dead 6 PS	Project Overkill PS
DecAthlete SAT	Street Fighter Alpha 2 PS
Final Doom PS	Street Fighter Alpha 2 SAT
Guardian Heroes SAT	Time Commando PS
King of Fighters PS	Tokyo Highway Battle PS
Madden NFL '97 PS	Virtua Fighter Kids SAT

## QUARTERBACK

SYSTEM: Saturn

PUBLISHER: Acclaim



Here are more of those crazy football codes to enter in your next game. In order to enable these codes, enter the Preseason Mode at the Play Screen and go to the Team Select Screen. Here enter the following codes to receive various results. For No Fumbles press: X, X, X, R, X, X.

For Midget Players press: X, X, Z, Z, X, Z. For QB to throw 100 yard passes press: X, X, Z, R, X, Z.

For Slow Motion in game press: X, X, L, Z, X, L. For Fast Motion in game press: X, X, L, L, X, L.

Jean-Pierre Bouvier Jr. Salisbury, MD



Enter the codes at the Team Selection Screen for various results.

网络圣师科 圣师一年一次号光山明,之一位6世/元四岁出版一位纪翰是一 BELIVERER OF THE COASI-LEGAL MASTER OF THE READINGS 1855 

31



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3





















ble and unprecedented RPG and lighting game hybrid that will most which the fighting world has never seen Full 369\* 3-D movement that pats adies and Gentlemen. It's time to obal No. 1." A spectacle the likes of delivering devastation. And for your further entertainment pleasure, we present the Quest Mode: A formidafülly prepare yelu för cláshing with these intergalactic titans. ou in command of theif debilitating noves. Grappling techniques that let ou hold an opponent in check before

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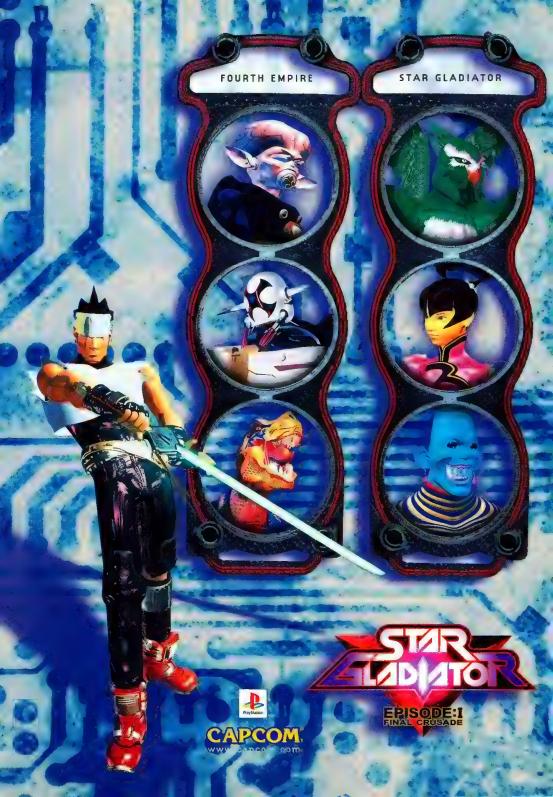
It's 2348 and ten of the mightlest galactic warriors are fighting for control of the Earth's

fate. Using Plasma power—energy drawn from the user's own mental strength—the good, the bad, and the freaking ugly are each packing hundreds of weapon attacks, countless combos, and the ultimate battle barrage, plasma Finals. Pick from any of the 4 different game modes of this hyper-realistic 3D fighter and you'll discover the level of precise control only CAPCOM can deliver.

All against intense backgrounds like Neo Tokyo, Federation

Spaceport, and Planet Zeta; the perfect arenas to master the fine art of mercy killing.





# MEGEWARRIOR 2

ome tower above the battlefield Others slink below the treetop. Some tear across the terrain at more than 100 kilometers per hour. Others lumber elong at a crawling pace. There's a mammoth 'Mech to suit every gamer's taste in MechWarrior 2, Activisión's epic robot romp that'll hit the PlayStation and Saturn in February. And it is the game's huge selection of weapons-laden robots that sets this PC port apart from other console 'Mech games' While all PlayStation

104 E.J.

and Saturn 'bot games offer only a single 'Mech for would-be robot jockies to drive.'
MechWarrior 2 packs 12—each one unique and suited to specific missions.

But Activision didn't have to sacrifice realism just to fill its game with robots. "The developers used a lot of the equations of motion that are used in everyday life to guide the 'Mech's movements," said Murali Tegulapalle, Activision's producer for both console versions. "A lot of realtime physics is used, and it takes a lot of calculations,"

so it's amazing the game can run at such

Here's a look at 12 'Mechs players will drive and fight during the game's 48 missions (see last issue's Fact File for an in-depth look at the game itself). Heavier 'Mechs can carry more weapons and are more durable, but smaller robots are faster and more nimble. Keep in mind that not all the 'Mechs are available at the beginning of the game, since early missions have weight restrictions.





# STORM CROW WEIGHT 55 TONS 100 SPEED 97.2 KPH JUMP JETS NONE 100 ALTITUDE

This 'Mech is the game's workhorse. The Storm Crow is the most well-balanced of all the 'bots, making it your best all-around choice for beating Mech Warrior 2's missions. The Storm Crow's most devastating features are its double-barreled lasers, located on each arm. Pilots don't have to worry about running out of ammunition, and the Storm Crow's ample amount of heat sinks keep the 'Mech from overheating too rapidly—even when the lasers are linked to fire simultaneously. The robot is fairly flat-footed, as well.



# TIMBER WOLF WEIGHT 75 TONS TOP SPEED 86.4 KPH JUMP JETS NONE JUMP ALTITIONE N/A

You can expect the Timber Wolf to stick around for a while when it lumbers onto the battlefield. This 'Mech—which falls into the category of reverse-joint 'Mech, thanks to its backward-bending-knee configuration—is heavily armored, it can usually hang in combat situations much longer than robots of the same size or smaller. Despite the extra protection, the Timber Wolf is relatively quick and well-armed. Like the Mad Dog, it packs shouldermounted long-range missiles, which can be used to take out targets from afar.



HELLBRINGER
WEIGHT
65 TONS
TOP SPEED
86.4 KPH
JUMP JETS
NONE
WALLTITIBE

When it's wielding its primary weapons configuration, the Hellbringer packs just advoct every weapon in the book, from machine guins to devastating particle projection cannons. The only downside to such an arsenal is the 'Mech's high potential for overheating, it's advisable, therefore, for pilots to bring the Hellbringer within short range of enemies to improve shooting accuracy. If you try to blast enemies from far away and miss a few too many times, your 'Mech may overheat just when the bad guys start heading in your direction.



FIREMOTH
WEIGHT
20 TONS
TOP SPEED
162 KPH
JUMP JET
NONE
N/A

If your mission calls for recon patrols, the Firemoth is the Mech of choice. No other robot is lighter or faster, and speed definitely counts when you find yourself surrounded by bigger, more powerful enemies. The Firemoth's arserial reflects its purpose. None of its weapons are very effective against heavy mechs, but the Firemoth's mix of medium lasers and short-range missiles can do away with lighter enemies. And the speedy robot is usually able to dart behind heavier 'Mechs, thus evading fire and escaping most battles unscathed.



JENNER IJ-C
WEIGHT
35 TONS
TOP SPEED
I51.2 KPH
JUMP JETS
7 ENGINES

210 METERS

The Jenner is both fast and capable of flight, but it is somewhat flawed, as well. Since the 'Mech's primary weapons configuration has it packing short-range missiles and little else, it runs the risk of running out of ammo in the heat of battle. Fortunately the Jenner's incredible speed can carry it into battle and within range of its targets quickly. And the 'Mech can run from danger just as quickly. The Jenner's seven jump jets, mounted mainly in the legs, launch the 'Mech high into the air—much higher, in fact, than any other robot.



SUMMONER
WEIGHT
70 TONS
TOP SPEED
86.4 KPH
JUMP JETS
5 ENGINES
TOMP ALTITUD
150 METERS

Of all the Mechs with flight capabilities, the Summoner is the largest (but it takes five engines to lift this massive beast off the ground). Pilots should use the jets to fly fail down range of enemies, the machine's assortment of long-range tweapons, including missiles and a particle projection cannon, make it most effective when fighting from a distance. Conversely, the best way to topple a Summoner is to get in close and whittle away its armor with short-range missiles and lasers. Beyware of enemies attempting this tactic.



WARHAWK
WEIGHT
85 TONS
TOP SPEED
64.8 KPH
JUNP JETS
NONE

Lighter 'Mechs have much to fear when they face off against a Warnawk—at least at long ranges. The mammoth 'Mech packs double-barreled particle projection cannons in each arm, as well as a long-range missile launcher. This arsenal lets it take out smaller 'Mechs with a single blast. Still, daring pilots can take advantage of the Warhawk's low speed and dart in close. The 'Mech's lack of short-range weaponry means that nearby enemies can attack it in relative safety. Reaching that safety zone is next to impossible. This bad boy's tough!



MOVA
WEIGHT
50 TONS
TOP SPEED
86.4 KPH
JUMP JETS
5 ENGINES
JUMP ALTITUDI
150 METERS

This unusual-looking 'Mech packs quite a wallop, thanks to the six medium lasers it carries on each arm. If pilots wish, they can link all 12 lasers together to create a wall of devastrating energy, but this tactic isn't recommended. Such concentrated firepower would seriously tax the 'Mech's four heat sinks and almost surely force a shutdown (especially on blazingly hot desert planets). Pilots should therefore fire the lasers separately. The Nova can also use its jump jets to get the drop on enemies—or beat a hasty retreat from battlefield hot spots.



DIRE WOLF
WEIGHT
100 TONS
TOP SPEED
54 KPH
100F JETS
NONE
100F ALTITUS
N/A

Weighing in at 100 tons, the Dire Wolf is MechWarrior 2's biggest, baddest robot, It carries both long- and medium-range weapons, and it can usually take out several enemies before suffering any critical damage. Fortunately for smaller Mechs, the Dire Wolf is neither nimble nor indestructible. Its low speed makes it vulnerable to speedy enemies, who can dart in for drive-by attacks before retreating beyond the Dire Wolf's effective range. Mechs with long-range weapons can also pepper the massive machine from safer distances.



GARGOYLE
WEIGHT
80 TONS
TOP SPEED,
86.4 KPH
SUMP JETS
NONE
NUMP ALTITOR
N/A

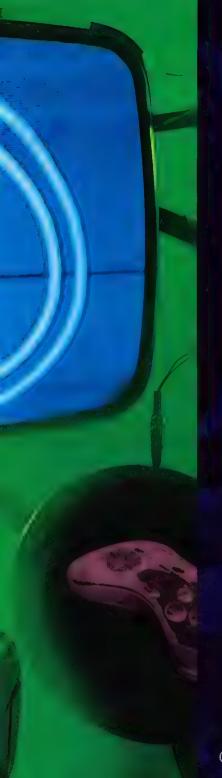
The Gargoyle is most often seen carrying cannons and short-range missile launchers in its arms, which make it a powerful but limited robot. Since most of its weapons rely on a finite armmo supply (as opposed to energy weapons, which fire as long as the 'Mech is functional), pilots must make every shot count. Still, players can also configure the Gargoyle to wield a particle projection cannon and lasers instead, and the 'Mech's high speed can carry it from the battlefield with haste (the Gargoyle is the fastest of the heavy 'Mech's).



WEIGHT
30 TONS
TOP SPEED
97.2 KPH
JUMP JETS
NONE
NA

A perfect Mech for beginners, the Kit Fox is the top-of-the-line fighting vehicle. It packs a pulse laser, short-range missiles and an autocannon to deal with close targets, as well as an extended-range laser to punch a hole through more distant enemies. And overheating is kept to a minimum by the Mech's well-placed heat sinks. The Kir Fox's high speed makes the little machine a hard target—as long as it keeps on the move. The Mech's adequate armor and energy-based weapons let it stay in the battle longer than the smaller Firemoth.





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PS SPECIAL FEATURE









#### amco steals the show with five new arcade conversions!

By Stuart Levy and Ed Semrad

he semi-annual PlayStation Expo was held during the first week of November at Makuhari Messe in Chiba, Japan-just outside of Tokyo, As an added bonus, Tokyo E3 was running at the same time in a side hall at Makuhari.

At this show, there were over 80 companies showing the new PlayStation games that would be coming out in the December '96 to March '97 time period. While most of the games were serious Japanese-only type of games, there were 50 or so general appeal-type games that would make it out of the country and turn

number of polygons they are pushing around, this is no easy feat. Soul Blade (as it will be called in the U.S.) will be identical to the updated coin-op. and Namco officials stated that their game will be designed to accommodate their new six-button arcade-style joystick. Not content to only bring out one new controller. Time Crisis will be coming out



Next we went to Square. What can be said about Final Fantasy VII? It is starting to come together beautifully with a lot of the highly detailed animations and graphics now in place. After playing the game for a while, it was easy to see why they needed three discs to hold everything. Expect this game to be out at the end of January, with a summer release here in the States. Their new "fighting game"-Bushido Blade-apparently has been

SUPER LIVE STADIUM



At the top of the list was Namco. They had the best games of the show with five great arcade translations. These include Soul Blade, Time Crisis (with a new light gun), Ace Combat 2 and Rage Racer. All were playable, and Namco must have been working long and hard to get these previously unseen Sony discs ready for the show. They all will be out in Japan by the end of the year! In the Namco tradition, all were virtually identical to the arcade coin-ops, and even Ace Combat 2 moved fast and smooth. Considering the

with a new gun to be able to handle all the additional requirements that the arcade counterpart had. Finally, with the recent release of Namco Collection Volume 4 in Japan, Namco announced the last of the series-Volume 5. In this compilation will be Metro-Cross. BaRaDuKe, Pacmania, Dragon Spirit and The Legend of Valkyrie. Too bad they had to pick those games, as there still are a lot of great (and more popular) titles left. Perhaps somebody could convince Namco to do a sixth volume (the company used to be called Namcot)?



















# EXP0 '96-'97



pushed back to March in order to fit a whole new line of sports (!) games in a February time slot.

The name of the new line is Aques, which stands for Advanced QUality of Entertainment and Sports. Their first three titles include a baseball game (Super Live Stadium), a mah-jong game which is reported to have the highest level of intelligence of any game yet and a Sega Rally clone called Grand Champions Rally. A tennis and soccer game are also

reported to be in development.

The rest of the show was business as usual. Capcom had Mega Man 8 and Super Puzzle Fighter 2X but no Resident Evil 2. Konami had a new fighting game loosely translated as Lightning Legend which looked promising as did their Speed King racing game, the new Metal Gear and their new Parodius game—Forever With Me. Takara had a playable Battle Arena Toshinden 3 which looked good but not revolutionary. Their racing game, Choro Q2, had potential though. Rumic Soft had the latest version of Ranma 1/2—this one called Battle Renaissance. Hopefully somebody

the top but the new discs from Taito (Ray Tracers), Genki (Drift King R), Atlus and Konami close behind. Shooting games continue to hold on to a section of the market. Taito had Psychic Force and Ray Storm, a new Parodius from Konami and Airgrave is coming from Santos. There was a good variety of games in the miscellaneous category. Maxis/ArtDink has a new version of SimCity 2000—this version contains a driving level. In the 'mech category there was Armored Core. As well, Genki Software had Beltlogger 9.

Notably absent were a lot of new sports games. Wrestling is popular in Japan with





will pick up this excellent game here in the States.

There were a whole new batch of fighting games with the ones from Atlus (Heaven's Gate), Koei (Sangoku Musou), Culture Brain (Virtual Fighting Dragon) and Imagineer (Fist) showing the most promise. Racing games comprised the largest category with Namco's Rage Racer at

Human dominating the ring. Others from Asmic and Tomy were playable at the show and should be coming to the U.S. later in 1997. The original Tomy wrestling game should be coming from Activision in the next few months.

Other games worth noting include Jyajyamaru Kun—a Crash Bandicoot-type game from Jaleco and Running High from Rex. Off in the E³ area was Doraemon—an N64 game.

One final note: Did you know that Mega Man was 10 years old on Dec. 17? Capcom of Japan is going to have a party!









PS SPECIAL FEATURE









# PLAYSTATION EXPO '96-'97' NANCO

### **TIME CRISIS**

Time Crisis is Namco's answer to Sega's popular Virtua Cop series. It features incredibly detailed polygon characters and backgrounds, bringing the player interesting the game. Take on bands of bad guys yourself or with a friend. If you're really

adventurous, grab two light guns and take 'em on John Woo-style.

With the release of Time Crisis, Namco will be bringing a new light gun to players tailored specifically to the game's needs. Fans of PlayStation light gun games like Horned Owl and Die Hard Trilogy are sure to enjoy this 32-Bit light gun blast.













### ACE COMBAT 2

Fans of flight combat sims everywhere have a new game to get excited about. PlayStation owners were given the first. Ace Combat shortly after the system launched in the U.S., and it's been a long time in coming, but a sequel is just around the corner. The sequel packs in a serious punch, with more action, planes,

weapons and missions than the first game. Taking your fighter jet into the skies will be a piece of cake with analog control and a fast-flyin' two-player dogfight. Soar through the skies and blast your way into enemy territory. Ace Combat 2 is sure to be dogfight action at its finest.

### NAMCO MUSEUM VOL. 5

Namco's five-volume Museum collection is wrapping up in Japan. The final volume of hits includes games newer to the Namco family. These include Metro-Cross, BaRaDuke, Dragon Spirit, the Legend of Valkryie and Pac-Mania. Some of these games will be familiar to U.S. gamers, while others were Japan-only titles. Dragon Spirit is an overhead shooter, which TurboGrafx-16

owners may remember playing on their ill-fated system. BaRaDuke is an actionpacked space shooter. Legend of Valkryie is a Zelda-esque RPG, and Metro Cross is Possibly the best game of the pack is Pac-Mania, the final installment in the board-based Pac-Man games. We're sad to see Namco's Museum series and, but what a collection it was!







a side-scrolling action game.

### SURVIVAL IS SIMPLE, NEVER STOP RUNNING.

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it's titles like Grid Runner that focus
on gameplay that have the potential to deliver
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### **RAGE RACER**

If there was one game that helped the PlayStation initially succeed, it was Namco's arcade hit, Ridge Racer. The popularity of the Ridge Racer series continued recently with the release of Ridge Racer Revolution. Now, Namco is preparing to release the third game in the series. Rage Racer. Rage Racer features the same fast-paced racing action of the first two games, but with a ton of new and

exciting options. You now have the ability to create your own team logo, design and detail

your car with a custom paint job. Race through ultra-realistic settings including tree-laden countrysides and vast cities. Right now, there appears to be four different styles of cars, but remember, these can be customized to your liking. If you can't get enough of quality racing games, you should begin holding your breath for what should be Namco's best racing game ever,











### SOUL BLADE

Those of you who spend a lot of time in the arcade should know this game as Soul Edge. Upon its release for the PlayStation, Namco has given it a new name. Fear not, fans of the original, the gameplay is exact to the arcade. If you are not familiar with Namco's premiere arcade fighter, Soul Blade is a 3-D fighting game along the lines of Battle Arena Toshinden and Tekken 2. All the characters in the game are equipped with a deadly weapon to assist them in gaining their victory. Soul



Blade was the first game to feature the "motion blurring" effect on the weapons that is now seen in such games as Capcom's Star Gladiator and Takara's



upcoming Battle Arena Toshinden 3.
For being a member of a very full genre,
Soul Blade boasts quite a few innovative
and original concepts.

### XEVIOUS 3D

After what seems like far too long of a wait, gamers will soon be seeing a sequel to the classic arcade shooting game. Xevious. Fans of the original will be glad to hear that Xevious 3D had many of the same elements as the first game, which was rather innovative for its time. The only difference is now, Xevious 3D is full of

mind-blowing special effects and three-dimensional graphics. As in Xevious, you will be able to travel to distant worlds and take out legions of

allen forces with your lone star ship.
Sure, the concept of dropping bombs
on the ground while you shoot allens
coming at you was new at the time, but
expect Xevious 3D to be full of more
bricks and techniques to save the world













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# SHOSHINKAI

NINTENDO UNVEILS NEW DISK DRIVE AND 50 ADDITIONAL JAPANESE N64 GAMES

intendo very seldomly talks about new games, peripherals and hardware that it has in development. For Japan the only time this happens is at their annual Shoshinkai Trade Show. This year marked the eighth anniversary of the show and it was held from November 22 through November 24 at Makuhari Messe in Chiba Japan. Of course, the EGM editors were there to get the latest informa-

tion.

There was a lot of anticipation leading up to the show but just like last year Nintendo remained very conservative, secretive and tight lipped about what products they have in development. Staying true to form, Nintendo only allowed everybody to play three of their new N64 games - Mario Kart 64, Blastdozer (Blastcorps in the U.S.) and Star Fox 64. Also, just like last year's show, the only peek into the future the press got was through Nintendo's 10 minute promo tape. Even then the amount of actual new game footage was minimal - usually about 10 seconds per game. Still,

we were able to catch quick glimpses of Yoshi's Island 64, Zelda 64, Kirby's Air Ride, Golden Eye 007, Mother 3, Star Wars: Shadows of the Empire and a few teasers of some of their new third party games. Other known games like Killer Instinct,

Even the new disk drive (which still doesn't have an official name) was shrouded in mystery. There was a prototype on display but officials stated that none of the games were far enough along to be playable. Instead Nintendo staged a

Cruisn' U.S.A., Mortal Kombat Trilogy and

Gretzky Hockey were not at the show.

unique demonstration where their people would go around the booth taking digital pictures of the press. These images where inputted into their disk drive and stored on their readable/writable optical disc. The photographs then appeared as images on each of the faces of a cube which twisted and turned on the large screen TV. Since the disk drive isn't scheduled to be out until sometime in 1997, it looks like we will have to wait until E3 before we see what the machine can really do. Presently Nintendo would only say that the disk drive would cost less than the Nintendo 64 system; and that a RAM memory cartridge would be packed in with the disk drive.

There were a few new peripherals at Shoshinkai. Most impressive was Nintendo's "Shaker" or "Jolting Pack" - a























plug in module that fits into the memory cartridge slot on the controller. When played with either Blastcorps or Starfox the controller would vibrate when an enemy would shoot you. The effect actually did work (there was a slight time lag and Nintendo reps said that it would be fixed) and it gave us a sense of really being in a battle. The cartridge will sell for about \$12 and will be out when Starfox is released later this quarter.

Nintendo also announced a new 'bicolor' controller that will be out when Mario Kart 64 is released. While functionally not any different than the normal controller, players in Japan have been making their

Capcom was at the show but only demonstrating Super Famicom games. They stated that they were not ready to disclose any N64 titles. This announcement would be made at the Atlanta F3 Show. Square was rumored to be back in the Nintendo fold but neither they nor Namco were at the show. Even the games that were being shown were uneventful. Since this





only show, there were a lot of games that never would make it to the states. The dozen or so mahjong and 'go' board games were yawns as were some of the baseball and soccer games that featured the cute

was a Japan

squat players.

On the positive side based on the few seconds of taped footage that we saw. Nintendo's



own multicolored controllers by combining the tops and bottoms from different colored sticks, so Nintendo decided to add more fuel to this popular fire by bringing out their own color combination. The top will be black and the bottom grey. The controller will be packed in with Mario Kart 64.

Finally, Seta will be bringing out an N64 modem cartridge which will allow players from all over Japan to play mahjong against each other. No other games were announced for this peripheral.

With regards to third party licensees there wasn't any new and exciting news.

Yoshi's Island 64 and Kirby's Air Ride (first half 1997) were titles that were quite impressive and could be hit titles. Zelda and Golden Eye 007 (first half 1997) on the other hand, looked about as far along as they did at the Shoshinkai show last year.

Next month we will get into more detail on each of the products.











# SHOS HINKAI SPIICIAL PRATI RE







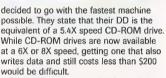
The long awaited Nintendo 64 DD (Disk Drive) made its debut at this show...sort of anyway. As mentioned earlier the lights flashed on the DD and information appeared to pass through the system.but since there wasn't an actual game loaded up we just had to trust Nintendo that the DD was actually working.

Nintendo did issue a white paper on the DD. In this they stated that the 64 DD will have about 64 Megabytes (512 megabits) of memory. As much as half of it could be rewritable but the amount allocated for

rewriting could be anywhere from zero to 32 Megabytes. Nintendo calls it a cross between a ROM cartridge and a hard disk.

While not compatible with existing 3 1/2" magnetic optical discs, Nintendo's disk reportedly offers a very high recording density. They state that their disc is roughly equivalent to 45 floppy discs. To look at it another way, the Nintendo disk holds less information that a Sony or Sega CD game, but a lot more than an N64 cartridge game.

One point that Nintendo has been making for several years now is the fact that normal CD-ROM drives transfer data from the CD to the game system's memory at a very slow rate. This we all can attest to because of the "now loading" we see at the beginning of each of our PS and Saturn games. Nintendo wanted to minimize this data access time and



System memory expansion is another benefit that Nintendo is claiming can be done with their 64DD. They plan on using special "ultra high speed" Rambus RDRAM in the memory cartridge. This is the same type of memory that is used in the N64. The memory cartridge would plug into the top front of the Nintendo 64. While Nintendo reps declined to state how much memory would be included with the DD, earlier reports stated that it would be around two Mbytes.

The DD will plug into the bottom of the N64. This means that it is possible to use the DD in conjunction with a game cartridge. Nintendo suggested that for example, a baseball game could be released as a cartridge and updates that would include such things as revised statistics or player changes could be made available each year as a disc.



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### Cultiva terroppe da copertina destribi

Memory capability:
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64 megabytes 81 seconds for 64megabytes about 75 ms less than 1.9 sec. 250 mm wide x 190 mm deep x 78.7 mm high drive: 1.6 kg. disk: 43 gm.

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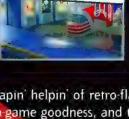












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### SHOSHINKAI SPECIAL FEATURE









### SUPER MARIO KART 64



Mario Kart 64 is one of the most highly anticipated N64 games yet. Why is everyone so excited about this title? Mainly one reason: four player battle races!

Sure the graphics are leaps and bounds over its 16-bit predecessor. And sure the kart handling will be all the much better with the N64 analogue controls. But you can't have more fun than racing (and pushing off the road) three of your friends.

You can play a strict race, where the first player to finish all the laps win. But as any Mario Kart fan could tell you, that's not where the true fun is. The battle mode is a type of race as well, but this is a race

up your opponents the quickest. You can run around the track and pick up various power-ups and weapons to help in this goal.

One notable improvement over the old Mario Kart is that you can now gather more than one weapon. For example, you can carry six bananas around at a time.

There are over 20 courses in Mario Kart 64, some more interesting than others.

One of the more impressive locations is the inside of the Princess' castle. Imagine racing around, trying to avoid big Thwomp Blocks are time.

To coincide with the release or Mario Kart 64, Nintendo will be shipping a special edition, controller. What's so special about this new joypad? So far, absolutely nothing except that it will be split colored (black on top, gray on the bottom). These controllers are to be bundled with the Japanese version; we'll have to wait to see if the American version will get a pack-in controller as well.

Mario Kart 64 should be hitting American shores by February 1997.













to beat























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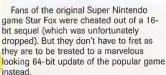






### STARFOX 64





Fox McCloud and his cast of domestic farm animal friends return in Star Fox 64. This new title goes beyond just graphically improving an old game. For example, Star Fox 64 will have a brand new four player-

split screen mode! Now, you and three other friends (or enemies) can dog-fight, or rather, fox-fight it out in the sleek Star Fox space crafts.



controller (where the memory cart is plugged in) and will shake your controller every time your ship takes a hit. Imagine feeling the damage and impulse of the shock of real combat! This revolutionary device will bring you much closer to the action.

Still not satisfied? How about a new vehicle? In addition to the Star Fox space-ship, a new battle tank will be available for the times when the fights take place on the ground.



Another addition that should excite Star Fox fans and critics alike is open flight. In certain levels only, you can fly around in completely open 3-D areas! This is a welcome feature that people complained was missing in the original cart.

One of the biggest new features of Star Fox 64 will be sold separately, It will either be called the Shaker or Jolting Pack. This add-on will plug into the back of the N64 Besides all these new features, the game designers put in extra little graphical tidbits that will impress you. Some of the things you'll see are the awesome reflection of your ship over water, laser shots making blackened marks on the ground and the fire and smoke spewing from the cracks of your damaged ship.

StarFox 64 looks to be a hot addition to the Nintendo 64 library. You can expect it to hit the United States sometime in March of 1997.





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# CORPS





buggies (don't ask us why dune buggies are great demolition vehicles!).

Blast Corps shows off some pretty impressive explosion effects. The play will be enhanced by the Shaker/Jolting addon (which was mentioned in the Star Fox 64 section above). But is this enough to satisfy gamers? After all, the gameplay, though interesting, seems rather shallow (but to be fair, we haven't gotten our grubby little hands on a finished copy of Blast Corps yet). Who knows? Blast Corps may have just what it takes to stand out amongst its higher profile brethren (all those 64-bit sequels to great 16-bit games).



Despite being surrounded by 64-bit rehashes of successful Super Nintendo games (Zelda 64. Mario Kart 64, etc.), Blast Corps manages to keep its head above water. It is one of the higher profile games to come out for the Nintendo 64 that is a brand new, totally unique creation.

The game's about mass destruction (though once you see this game in action, you think that "mass destruction" is a bit understated). A nuclear missile carrier has gone A.W.O.L. in a big way. It threatens to destroy everything if it ever runs into something. Your mission is to destroy

everything (and we mean everything) in its path to insure that the carrier runs around unobstructed. You'll have to do everything from demolishing entire buildings to cutting down trees to accomplish this goal. You simply have to make sure that this carrier never hits a standing object!

You'll start the game out with a bulldozer. Pretty standard demolition equipment,

right? Well, as you progress through the levels and succeed, you'll earn money that you'll be able to spend on various upgrades. You can purchase heavier armor or new weapons to help reach your goals. Eventually, you'll graduate from the bulldozer and move on to bigger (and badder) vehicles. Some of those include dump trucks, giant robot mechs (which you can control PilotWings-jetpack style) and dune













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### THIRD PARTY UCENCES CAMES

While Nintendo only had three playable games their third party licensees made up the majority of the show with another 40 N64 titles on display. Some, like Bottom's Up sumo wrestling game or Banpresto's Super Robot Spirits were created exclusively for the Japanese market but others such as Kemco's Blade and Barrel or Seta's Rev Limit and Wild Choppers were designed with universal appeal and have already been picked up by American companies. Below is a list of what was at the show:



Acclaim is no stranger to game players and their game Turok was really looking good with smooth character animation, great battles and huge levels. It should be out in March.

Asmik will be bringing out a new wrestling title called Virtual Pro Wrestling which the company claims will set new standards in number of moves and smoothness of motion. It is scheduled to be released in February.

Athena will be starting their N64 work with a Japan only game entitled Pro-Mahjong Kiwame 64.



Imagineer has been working on N64 games for some time now. Their first half '97 releases include Pro Baseball King; J-League Dynamite Soccer 64; Multi Racing Championship and a yet unnamed action adventure game similar in design to Mario.

Enix, long known for their popular Dragon quest series will be continuing the simulation line with Wonder Project J2 and a new action game tentatively called Go! Go! Trouble Makers.

Epoch is taking their well known

Doraemon series from the Super Famicom



up to the Nintendo 64. Their next in the series should be out in March.

Electronic Arts has teamed up with Victor in Japan and will be bringing out their FIFA soccer game on the N64. The game name will use the J-League title.

While Game Bank is not a very well known company in the U.S. they certainly know a good game when they see one. Their first N64 game will be Hexen.

Kemco has been working on Blade and Barrel for some time and it is ready for release. It played perfectly and should do well when it comes out in the U.S. next month.



Koei's first N64 game will be a Japan only release entitled Mahjong 64.

Konami had a large booth at the show and rightfully so. Their first few games include Powerful Pro Baseball; J-League Perfect Striker; Mahjong Master and Mystical Ninja Goemon 64. Konami officials would not confirm whether the Castelvania series would be coming to the N64.

Seta was one of the first of the third party licensees. Their new games include the racing game Rev Limit; Wild Choppers; St. Andrews Golf; Marita's Shogi 64; Like



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SHOSHINKAI SPECIAL PEATURE











Thunder "Go" and a simulation game called Super Real Island. Seta also will be bringing out an N64 cartridge modem so that players can challenge others anywhere in the country.

Tommy is another not very well known company but their S.D.F. Macross cart will be recognizable to all fans of that series.

Japan System Supply is a new N64 licensee and they have just begun to program their two games - Cavalry Battle 3000 and Chameleon Twist. Both should be out in November.

Hudson has decided to throw their hat into the N64 ring and we really were hoping to see a new version of Bomberman but it was nowhere in sight. It is on their schedule so we'll check back with them in a couple of months. Bomberman 5 for the Super Famicom was great though! Also on their N64 list is Power League 64; a new fighting game called Dual Heroes; a great looking pro wrestling cart and another fighting game called New Hagane.

Banpresto will start working on an anime based game called Super Robot Spirits.



Ocean's game Mission Impossible is coming to Japan from Victor Interactive. While not playable the demo cart looked exceptional and this is one game to look for later this year.

Sonic Wings is a popular arcade shooter in Japan. Video Systems will do the conversion and the first level played perfectly



with no slowdown at all. They are also working on a new Mahjong game.

Human is channeling their programming skills into making the most realistic Grand Prix simulation possible. The 80 percent



version had all the geometry in and moved along at a very rapid frame rate. This was the most realistic racing game at the show.

Finally there was the new company called Bottom Up. They are the ones who are making a Sumo wrestling game for the N64.



That wraps up the show. We will continue the coverage next issue when we blow out Mario Kart and come back for a detailed look at the other hot titles like Zelda, Yoshi's Island, Mission Impossible.















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They're on a rampage, hell-bent on your annihilation. And they prefer to kill at close range, with a certain in-your-face intimacy. It's warp-speed 3D mechanized combat at its absolute ugliest. And Sega Saturn's multiple processors give it all the adrenaline-pumping, gut-wrenching action of the arcade version.



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# Retro. Gaming

Sames once thought dunie compared to Those of today are coming eack with a Vengeance, will the trend continue?

ere's a strange observation: Back in the early days of gaming, when most games that were popular could only be played at the arcade because of the technology, the graphics were usually no more than blocks that sported a few colors. The music wasn't about orchestration, it was about beeps and buzzes. The sound effects weren't hi-fi digital, they were...well, more beeps and buzzes. Games like Joust, Galaga and Pac-Man were marvels of the electronic age.

Then times changed.

At first, the change came on slow. A few games came around that really caught peoples' eyes like the vector-graphics phenomenon (i.e.,-Star Wars at the arcade back in the '80s). Others came around like Tempest and Battlezone.

Home systems started popping up like crazy. Telestar came along and gave players Pong, and it blew up from that point on. There was Vectrex, Intellivision, Colecovision and a whole slew of others (including the original NES some time later). Like the old days, we were impressed with what we saw, even if it was in 16 colors.

Some time after that, the Super NES and Genesis rolled along and gaming changed. The games of the olden days were almost forgotten. With the introduc-



### REVIEWBER KUNG-FU? IT'S LIKE TEKKEN'S GRANDPA

tion of the Sega CD, some wondered if FMV was going to take over. Simple, fun games like Robotron were lost. Now we have 32-Bit systems along with a 64-Bit—this is when something strange happened.

Old games were suddenly in demand. Some people played and laughed while others were genuinely interested in those oldies but goodies. It's no surprise, then, that so many things dubbed retro have come back in style.

Clothing items like bellbottoms and tiedyes came and went (though people can catch glimpses of them every now and

















### THERE ARE SO MANY RETRO GAMES THAT HAVE ALREADY BEEN RELEASED AS WELL AS A BUNCH THAT ARE ON THE WAY. RETRO IS BACK AND IT'S RADI

again). And it seems that a day doesn't go by when a '90s hippie is spotted walking around town or in a local mall.

In the same way games from the past have come back, clothing and attitudes have. There is one major difference though: The games of yesteryear have something that separates them from what we call fads—that feature is playability.

As of late, some think there are loads of games coming out that rely heavily on graphics to sell the game. When the controller is picked up though, and the character can barely be maneuvered because of the control, graphics mean little or nothing. Luckily companies realize this and are bringing games out that have that playability from the old days that is so important, along with the

awesome graphics of the '90s (i.e., NiGHTS, Mario 64 and Crash among others).

There are other games coming out that don't have graphics that are "coot." In fact, the graphics in these games are pretty bad but, in a sense, they're supposed be. These games are ones like Joust, Robotron, Galaga and Pac-Man that have come out in compilation packs or by themselves. The graphics are small and blocky, but that was advanced back in the day when they originally were

released in the arcade.

Of course, there are always the enhanced versions of the oldies like Robotron X and Tempest X (Tempest 2000) that have come to the PlayStation or Saturn. These titles are something completely different. They technically have the same playability of the original titles with graphic and sound enhancements—not to mention options once thought impossible on the old title.

With all of these different old games coming out, who is to say what's worth-while or not? That's where *EGM* comes in. Gamers can rely on this as a guide to some of the retro titles that have come out in the past couple years. Note that not every "retro" title is included in this

feature—after all, if we did it all in one month, what would be left for next month? Due to space restrictions, not every single retro title has been covered, but a good majority of the ones that have been released (or are going to be released) will be seen in this feature. On top of this, some Japanese titles will be shown. Some of the Namco collections that haven't made their way here yet will be seen along with some Saturn standalones like Afterburner II and Outrun. These may never make it to the States, but if we're lucky and Sega deems them worthy, maybe they will.

People always say what goes around, comes around. I guess it's no different in the world of gaming. Who knows what

might come around in the future—will the Super NES one day become an archaic system? Will the PlayStation become a dinosaur in the years to come? Certainly none of the big three want this to happen to their babies, but with the advances being made in technology, who knows for sure.

Keep an eye out for next month's feature on actual retro. EGM will take a look at the systems that started it all—the Atari 2600, the Coleco and many others. May retro live on forever.







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- All of the above.

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- d) A wimp.
- e) All of the above

For the answers see the Temco Super Bowl ad in this same magazine.



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# retro compilations



When people hear the word museum, they usually think of the arts or sciences. For some reason, video games don't come to mind. Namco wants to change that with their volumes of arcade classics that are out or coming out.

Namco Museum Volume 1 for the PlayStation has some of the hits that were the best back in the day. They include: Pac-Man, Galaga, Pole Position, Boconian, Rally-X, New Rally-X and Toy Pop.

Gamers will find that Rally-X and New Rally-X are very similar. Toy Pop was never in U.S. arcades—instead this one was a Japanese arcade game. The main character in the game resembles Pinnochio.
Besides these, who can resist games like Pac-Man, Pole Position and Galaga in one pack?

This is the first volume of five in the Namco Museum series. The five will spell out NAMCO. Part five is not out yet, but take a look in our PlayStation Show feature for a look at some early screens.









Volume 2 shows just how times have changed with games like Mappy and Dragon Buster. This collection includes: Xevious, Gaplus, Super Pac-Man, Mappy, Grobda and Dragon Buster. It is also for the PlayStation.

Gaplus, the sequel to Galaga, has the elements of a classic shooter. Xevious should bring back memories. The game's use of laser shots for firing at flying enemies and bombs for hitting ground targets was incredibly innovative at the time. Gamers may still get chills when they face the first Boss.

Dragon Buster is very primitive, but fun in its own simple way. When the character gets juggled by an enemy, gamers may wonder if this is where the juggle-combo idea came from.









Here's another classic compilation from Namco, but this one isn't out yet. Namco 3 features: Ms. Pac-Man, Galaxian, Dig Dug, Pole Position 2 and Phozon. Ms. Pac-Man has had her popularity reborn with versions of the game on the Genesis and the Super

NES. This version on the Namco compilation is identical to the arcade and it comes with all of the other games.

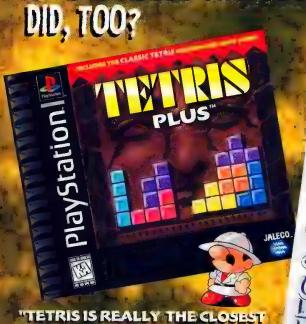
Dig Dug is also on this one. Many gamers can't get enough of the tunnel-digging and air-pumping of this title.

Another Galaga-esque title, Galaxian appears on this volume, only gamers can't have their ship captured on this one.

Phozon is a strange title, but is interesting and kind of trippy at the same time. Pole Position 2 is a step up from the original with more tracks.



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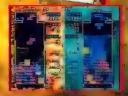
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Patro compilations continued •



This one isn't out yet either. The screens above are from the Japanese version. Volume 4 puts together some of the stranger titles from the Namco archives. Of course, they're all fun.

Included in this pack are: Assault, Ordyne, The Genji & Heike Clans and The Return of Ishtar. Genji is one of the strangest games we've ever seen.



### THE DECADE CLASSICS



IREM? Hmmm....some may not remember the games in this pack for the PS by the title alone. When games like King-Fu and 10-yard Fight are mentioned, everything becomes clear. Who could forget the days of Kung-Fu, playing through level after frustrating level?

The key to this one is that as frustrating as it could be, it was almost always fun. Zippy Race is pretty decent, even though it wasn't as popular at the arcade. This classic compilation is available in Japan only. I guess we'll have to settle for Kung-Fu on the old NES.



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### Hunder force gold

Some may remember the Thunder Force games from the Genesis rather than the arcade, but they were in the arcade in full force. This Japanese Saturn pack offers both Thunder Force II and Thunder Force III. The graphics on this one are identical to the arcade and the Genesis.





### gradius delure pa

Another classic shooter series put onto a compilation disc.
The Gradius Deluxe Pack for the PlayStation gives gamers both
Gradius I and II. The graphics and sound are a perfect match to
the arcade. Oce again, this is a Japanese compilation. There is no
word if this title will be released in the U.S.





### arcade<sup>3</sup>3379a3933-h133

Finally, another classic compilation that is available in the U.S. Arcade's Greatest Hits from Williams features a slew of arcade games that were some of the best (if not the best) in the arcade days. The

pack includes: Bubbles, Defender, Defender II, Joust, Robotron: 2004 and Sinistar. All of these should bring back some major memories for any fans of these titles. Most of the editors here at EGM still get scared when they hear Sinistar say, "I hunger!" There is a second Arcade's Greatest Hits on the way. This one will have Asteroids, Missile Command, Tempest and others.









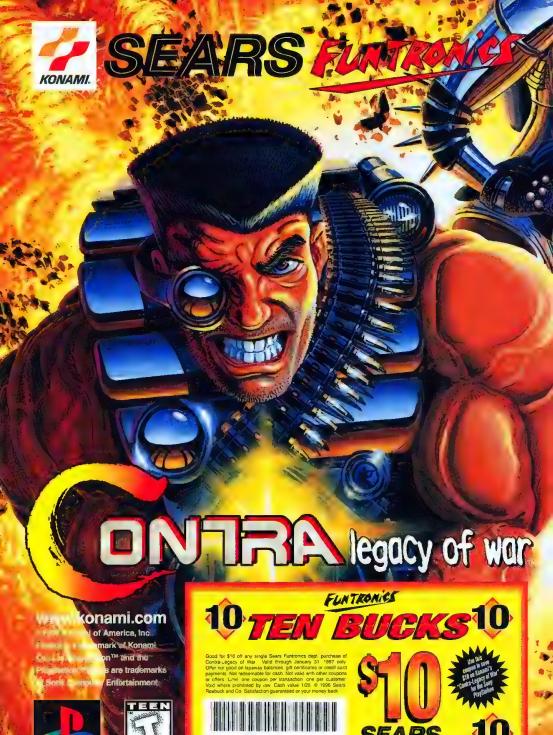




fire your news it rop he is but importer to an one guy on the left. Soud thing, considering you'll rarse to solve impre than our puzzles in order to succeed in the transfer in solve instantiated world of Neverhood. Foull help Klaymen avoid pitch, collect clust in kick a little clay bust. All as defeat the evil klage December Works and bring the Neverhood back to normal. At least, as INTURNATIVE.

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### retro stand-alone







Outrun is one of Sega's greatest racing games that surely has paved the way for such recent hits as Daytona USA and Sega Rally. It is one of the Sega Ages games for the Saturn, that unfortunately, may never see the light of day in the States. The Saturn version still has all of the great features that made the arcade original so much fun.

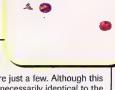
Gamers can still use the car's radio to choose what music they want to listen to as they drive (tune it to Splash Wave every time, baby), and your girlfriend still gives you a major chewing-out after you crash. Even the little touches, like the brake lights lighting when you hit them, are still intact. Outrun was known for its multiple courses that you chose by following forks in the road.

One new feature that was included in the Saturn version is the ability to listen to arranged versions of the classic Outrun tunes during the race. Sure, the scaling and graphics may seem a bit dated today (okay, a lot dated), but there's just something about racing in a red convertible with a hot blonde in the passenger's seat that signifies what video games are all about.





35000



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The idea in this one is simple enough: Destroy all asteroids, down to the littlest piece. There's something about the Game Boy that lends itself to games like this. Maybe it's because of its small screen or portability. Whatever

it is, Asteroids does well on the GB. Gamers may have a difficult time finding this one though, since it isn't sold at most retail outlets anymore. Fortunately, there are many retail outlets selling more used games. Electronics Boutique, Babbage's and Funcoland are just a few. Although this version isn't necessarily identical to the arcade, the idea is there and that's what counts on these arcade classics. Playing it on the Super Game Boy always helps to see what's going on. It also has a Link Mode



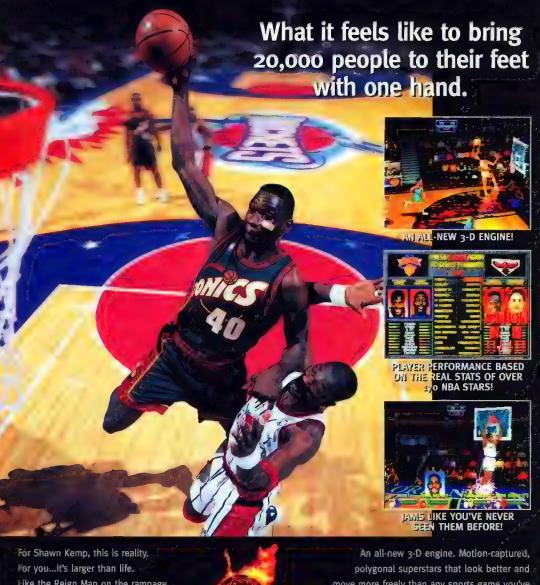






It seems like ever since the movie Top Gun came out, more and more people have an urge to jump in a jet and take down some enemy fighters. Etn...maybe that was Star Wars. Either way, After Burner II was an incredible piece of technology back in its day and this arcade conversion for the Saturn is perfect. The graphics look just like the arcade and the sound is equally right-on. EGM wonders if Sega will bring out a compilation pack of their own. Afterburner II, like the aforementioned Outrun, is part of the Sega Ages series. This, of course, means

that gamers won't see it around here any time soon, if at all. There's always the option to order a Universal Adapter for the Saturn which allows gamers to play Japanese games on their U.S. Saturn. With the cost of imports, though, this may not be an option for all gamers out there.



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### retro stand-alone continued







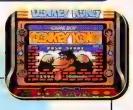
This one may hit close to home for many gamers out there (no pun intended). Paperboy for the Genesis is a pretty old title in itself, not counting

its arcade counterpart. There's nothing quite like driving down the block, tossing papers at your neighbor's windows and breaking them. Of course, old ladies and dogs chasing you never helps. One thing that *EGM* wonders—do all paper passers need to make it through an obstacle course?









Donkey Kong for the Game Boy is kind of a strange bird. It is a combination of a stand-alone game as well as an enhanced one. You see, the first few levels are the classic arcade levels (including the elusive "Pie" Level that

was absent from the old NES version of Donkey Kong). After you beat all of those levels, they don't simply repeat themselves as they did in the arcade original. Instead, you are treated to approximately 100 more levels of hammer-swingin' fun. The levels that follow are more a blend of puzzle-solving action than the first few. Mario now has a new set of moves (such as a backflip) in addition to his old ones to help him save Pauline from the Kono.









Considering the recent fascination with space and aliens, Space Invaders should be a perfect retro title for plenty of gamers. Although the screen is a little small, the hectic action can still be attained. This is, of course, the

space shooter that started it all. The premise is simple: All you must do is blast the descending hordes of aliens before they reach the planet's surface. You're one-shot-at-a-time laser cannon may not impress these days, but it gets

the job done. While the game plays great on the Game Boy, there is a special treat if you own a Super Game Boy. Since SI is so small, there is an arcade-perfect Super NES version of the game on the Game Boy cart if you use the Super Game Boy.









Who would have thought that a little yellow ball that eats dots could get into so much trouble? This version of Pac-Man for the Game Boy is another good game for a hand-held. The game features two kinds of play: Zoomed-in Mode follows Pac-Man around the

maze and Zoomed-out Mode is more like the original arcade version. Of course, there are no colors on the Game Boy, so don't look for any blues or yellows. There is fruit to be eaten in the middle of the table though. Most of the tables are similar to one another.

Besides this Pac-Man, there are

many other Pac-Man-related games in the various compilations available. These include Ms. Pac-Man for the Super NES, Genesis and the Game Gear. This version is enhanced from the original with many options to adjust and different modes of play to choose from—all this from a little yellow ball!

### Proof That Demons Do Exist

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REVELATIONS



sona



# retro enhanced







One of the most popular retro games of all time is about to get a facelift—or, at least, another one. Pitfall, perhaps the Atari 2600's greatest title, was brought to 16-Bit life in the multiplatform Mayan Adventure. But that update is nothing compared to what Activision has planned for Pitfall Harry Jr. this time.

Pitfall 3D plunks Harry into 24 massive 3-D environments, including a rain forest, cloud region, war camp, volcanic area and prison tower.

The Virtua Fighter connection is appropriate, considering that Harry can now pull off nearly 50 distinct attacks. Many of these moves will be activated through Street Fighter-type button combinations. With its 3-D world and

fighting-game elements, Pitfall 3D pack plenty of features that are new to the Pitfall franchise.

But what about the play mechanics that made the original so much fun? Don't worry-Pitfall 3D has more than enough crocodile and swinging vines to satisfy nostalgia-starved gamers.

Pitfall has certainly come a long way from the original.









There was a time when little old Robotron was flat. Then technology changed and he was transformed into 3-D. Robotron X for the PlayStation has gone through some changes since the original versions *EGM* received in the

past. The 3-D graphics have been tweaked and so has the control. It's interesting to compare the original version (found in the Arcade's Greatest Hits by Williams) and Robotron X (also by Williams). The techno soundtrack fits perfectly into this intense

robot-destroying game. There is no talk of any other games by Williams being converted into "X" versions (of course there is Tempest X but that one's by Interplay). Who wouldn't love Joust X or Bubbles X? Who knows, time will only tell.









Vector graphics are back again, but this time trippy graphics have been added. Tempest X for the PlayStation shows that good gameplay can never really die and that flashy graphics can work well if they're done right. This version allows gamers to play

more than just the new version of Tempest. Players can choose between Tempest X, Traditional Tempest and a Head-to-head Mode.

The original version is right on except that gamers can adjust where the playing field is viewed from. All of the enemies and power-ups look

exactly like they did back in its day-all vector, all the time.

The "X" version of the game shows off what unique lighting effects the PlayStation can do on the fly. Players can pick the level that they start on—some are simple scapes, while others are quite a challenge.



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galaga/galaga\_00

Ridge Racer offers gamers a chance to play a Namco classic while the game loads. Galaga is even more challenging when a time limit is involved. Destroy all ships and have a chance to drive almost all of the cars. Some readers may have seen this one in Trickman Terry's section in past issues (or in EGM's Trick section).

Besides Ridge Racer, the sequel to this one offers a classic title as well.

Another version of Galaga makes its way to the sequel to Ridge Racer. In Ridge Racer Revolution, gamers can try to beat Galaga '88 so they

can control some of the secret cars in the game. This makes sense considering that

WOW LOADING



Revolution is a sequel to Ridge Racer and Galaga '88 is a sequel to Galaga.

### POLE

Could there possibly be a simpler game? Pong is the originator of games—or at least the one everybody seems to know about. What better game to find Pong in than Mortal Kombat (MK3 to be exact). EGM wonders if it's



possible to pull off a combo, or better yet, a fatality on one of the simple white bars. More than likely this isn't an option.

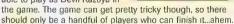
This one is like looking in the mirror at yourself looking in another mirror. Pitfall: The Mayan Adventure lets gamers play as the original Pitfall Harry in the Pitfall that came out so long ago. Imagine that, Pitfall in Pitfall.



The new Pitfall 3D is rumored to not only have the original Pitfall, but also the Mayan Adventures as well.

### galaxian

The original Tekken for the PlayStation lets gamers play some Galaxian before the fighting begins. Those who are skilled enough to destroy the alien invaders will be able to play as Devil Kazuya in





### mario-bros-

Unfortunately, this title is so "hidden" that when press time came, we were unable to obtain a shot. Gamers can find the original Mario Bros. game within Super Mario Bros. 3 as well as Super Mario All-Stars. This way, gamers can see what the original brothers were doing before they made it big and after they were messing around with the crazy monkey, Donkey Kong. This is a great two-player game and it's equally fun as a one-player title. If being a plumber is this fun, maybe some of the *EGM* editors picked the wrong profession!

As mentioned in the introduction, next month's issue will also feature some more retro gaming. Next time, though, the retro won't be recent releases of games or enhanced versions that make the old one really look ancient. Instead, we'll focus on some real retro. EGM will delve deep into the archives to find the real stuff. We're talking 2600, Intellivision, Coleco

and a slew of others. On top of the systems, we'll take a look at the games that started it all and are still around today. Editor Shawn Smith plans on doing some investigative reporting as he finds houses that still have ancient systems in them. Will they work? Can the dust be wiped off of them? Check out next month's issue to find out what retro really is.



### NOTE

If you're interested in the Japanese titles featured in this section, watch for a feature on why some Japanese games don't always come to the States in upcoming issues.

### "Pitball is a cult classic in the making!"

PlayStation Magazine

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hiny Entertainment's soon-to-bereleased PC game, MDK, has sparked plenty of interest in the gaming community. This high-tech third-person, 3-D shooter boasts many innovations in design and artificial intelligence. Ever since Shiny first showed the game earlier this year at E3, we wondered if MDK would make it over to the gaming consoles. Wonder no more. EGM got a sneak peek at the PlayStation version of MDK, and the game has a lot of potential. Although the concept of MDK was born at Shiny and the company is

developing the game for the PC (their first foray in the PC market), the PlayStation port is being handled by Neversoft Entertainment, the producers of Skeleton Warriors on the PS and Saturn.

The MDK universe takes place on Earth (and partially in outer space) in the year 1999. Dr. Fluke Hawkins and his protege, Kurt Hectic. have rocketed from Earth on a five-day mission into space to study the source of some flange orbits. While in space, alien beings known as Stream Riders invade Earth and force the entire human race into slavery. The Stream Riders are now busy creating massive

mobile mining cities that stripmine the surface of the planet by the ton, destroying any sign of civilization in its path.

It is Kurt's mission (the player), to return to Earth and destroy the leader (or driver) of these mobile mining cities and prevent them from wreaking further mayhem on our beloved planet. Dr. Hawkins will remain on the ship researching and inventing new ways and weapons to assist the player in his/her efforts to continue destroying the aliens and saving Farth.

planet Earth.

MDK has 60 levels spread out over six different mobile mining cities. Kurt's weapons consist of 1) a form-fitting suit of blast-proof material that allows the player to take a hit (but not indefinitely and not without power-ups); 2) a







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You have the POWER. In this contest you don't rely on the luck-of-the draw. You determine if you win or not. You win by outscoring others in a game of skill. Can you solve the puzzle below? Then you have what it takes. It looks simple, but it's only the start. Each of five more puzzles gets a little harder. But this time it's all up to you. Stay in to the end with the highest score and the gear is yours. With whatever options you want. Do you have what it takes? Then play to win!

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Video Game Contest. Play on the hi-tech cutting edge with this line-up: Sony Playstation; Sega Saturn; Virtual Boy; 300; and Nintendo 64! Get all five or trade the ones you don't want for CASH! Bonus options include: 33 inch monitor, \$1,000 in games, cash, accessories and more!

Rectia Rig Combess. The Utbinate Gaming Environment, 40 inch monitor, 130 watt receiver w/ Dolby Digital Surround Sound, and all components shown. Win DSS Satellite Receiver as a BONUS OPTION! This rig will blow you away!

### We're talkon' GAMING HEAVEN!

**Directions.** Fill in the Mystery Word Grid with words going across that spell out the Mystery Word down the side. Hint use the Mystery Word Clue.

In the future. There will be four more puzzles at \$2.00 each and one tis-breaker at \$1.00 which will be sent to you by mail. You will have 3 weeks to solve each puzzle. We don't know how many will play but typically 55% will have the highest score possible score to Phase I, 33% to Phase II, 36% to Phase III, and 32% to Phase IV. The tis-breaker determines the winner. If players are still tied they will split the value of the grand prize they are playing for.

Musetown		н					Wy
mystery			E				Ţ
Word	P	I	N	C	н	W	R
Grid		R					W
	S						R

### WORD LIST and LETTER CODE chart

PINCHW	PRESSK	BLASTA	WRECKD
BREAKZ	PUNCHS	SPRAYC	TURBOV
STOMPT	STANDR	PRESSE	DREAM O
CRUSHI	SCOREH	SLANTL	CHASEP
	LINCYPH M	ODD CITIES	

MYSTERY WORD CLUE: WORLD RULERS HAVE IT AND IN THIS CONTEST YOU HAVE IT

W	ENTER	ME	TOD
4 =	[ ] /en n	010	

omputer Contest

(\$3.00) Video Game Contest (\$3.00) Media Rig Contest

(\$5.00) SPECIAL! Enter them all (SAVE \$4.00)

Name

City

Address

State

Zip

AND

AY, HERE'S MY ENTRY FEE:

SEND CASH, M.O., OR CHECK TO: PANDEMONIUM, P.O. BOX 26247 MINNEAPOLIS, MN 55426-0247

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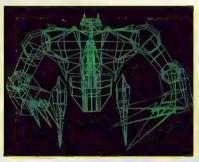
high-tech composite reusable parachute that allows players to float during escapes and attacks and 3) a helmet-mounted sniper rifle and vision goggles that train on an enemy up to two miles away. This allows players to zoom in and pick off

of heat, while a more stealthy approach won't alert security forces and might permit a player through an area without firing a shot.

Neversoft has gone to great lengths to ensure that the PS version of MDK captures the look and feel of its



PC brother. At this point, the two games look almost identical. Overall, the graphics in MDK have a dark and evil scifi feel, and although the game is still very early, what we saw looked impressive. MDK is a third-person shooter (the first-person Sniper Mode is the exception), with a viewpoint similar to the one found in Mario 64. Tomb Raider and Fade to Black. The ability to zoom in from a mile away within the Sniper Mode is remarkable. All the enemies and the environment are completely polygonal.





enemies from long distances.

One of the features that makes MDK so unique is that the game has a completely reactive environment. Each enemy has its own distinctive personality and artificial intelligence. Some may react to the player's actions aggressively, while others might be more passive. What's even more unique is the fact that the environment will react to the player's level of activity and respond accordingly. A Dirty Harry technique will draw a lot



### Interview

EGM got a first-hand opportunity to chat with two of Neversoft's head honchos about converting MDK over to the PlayStation.

Joel Jewett is the president and AGD (All-around, Groovy Dad) of Neversoft and Mick West is Neversoft's Technical Director and the lead programmer of MDK for the PlayStation.

### Q: When did you first begin programming work on MDK for the PlayStation?

MW: We've been working on MDK for about three months. We're about 50 percent done with the project at the moment (we have another three months to go before we have to submit the game for approval), and it's coming along quite nicely. Were developing the game in sync with Shiny Entertainment and we're constantly getting updates in game code and graphics. One of our immediate goals is to catch up with them and get code parity with the PC version of MDK.

### Q: Are there any plans to committee game to any other system?

JJ: I think Shiny is going to wait and see how the PlayStation game does at this point before considering a conversion to any other system.

### Q: Why do you think Shiny cheen Neversoft to develop MDK for the PlayStation?

JJ: The reason we were chosen to do the game was because Shiny figured our company was up to the task of developing a proper conversion. From Shiny's perspective, I feel that they didn't want to worry about converting the game over to the PS, instead, they wanted to totally dedicate their time toward honing the PC version, (designing levels, refining code and so on), so when the time came to do a PlayStation version, they chose us.

MW: We do work together with Shiny to a certain extent, but really they are just designing the product for the PC. MDK was designed specifically for the PC, and even though the game is being converted over to the PlayStation, the design of the game hasn't been influenced by the limitations of the PS in any way, which makes the conversion challenging for us. They're constantly changing things (new levels, redone levels, code changes, etc) which makes it interesting for us, but overall it's been a good experience and opportunity. for us.





8 demented characters with custom weapons that will crack you up!



Link up to 8 players at once (requires 2 multiups. For PlayStation and Satura only)

# IT'S MORE THAN A ROAD RACE. IT'S A WHACKED-OUT FIGHT TO THE FINISH!

Rev up and get ready to go ballistic!



24 outrageous 3-D race tracks!











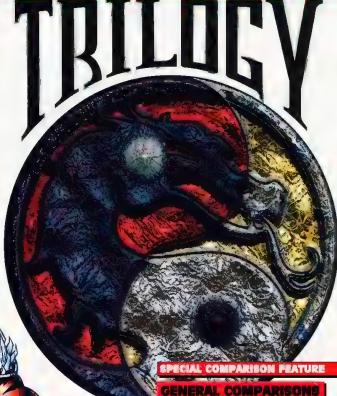






### DO WE DARE COMPARE? IT'S THE NINTENDO 64 VS THE PLAYSTATION

his feature is going to give us plenty of headaches. For the first time ever, EGM is going to do a side-by-side comparison of a Nintendo 64 cartridge to a PlayStation CD-ROM. Is it fair to compare a 64-Bit game to a 32-Bit game? Maybe, maybe not, but we're going to do it anyway. The subject of this somewhat controversial article is every Mortal Kombat fanatic's dream game: Mortal Kombat Trilogy. This latest installment in the Mortal Kombat series is the first game to come out on crossgenerational platforms (between 64- and 32-Bits) and will be scrutinized by many. EGM is here to show you the differences between the two versions. When all is said and done, EGM will probably get angry calls from Nintendo, Sony and Williams Entertainment/Midway. Their executives are sure to get hot under the collar when they read what we have to say about their Mortal Kombat Trilogies. Oh well. It's all in a day's work at EGM.



Modes of Play

Two-on-Two Three-on-Three

Tournament Access Time Nope

# of Levels 29

System Generated

Average Price \$ 69.99

ies of Play Single

Two-on-Two Tournament

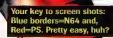
**Access Time** Yup

# of Levels 29

MUSIC

**CD-Quality** Average Price

\$ 49.99























### CHARACTER SIZE & ANIMATION

For your viewing pleasure, please pick the PlayStation version of MK Trilogy. Although the N64 Mortal Kombatants are slightly larger, the difference is barely noticeable. The PlayStation Kombatants have more frames of animation, which makes for a better playing experience. You can really see what we're talking about with Shang Tsung's morphs, being a silky smooth transition unlike the N64.

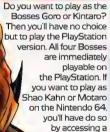
### TALE OF TWO SUB-ZEROS

The PlayStation gets two separate Sub-Zeros: masked and unmasked. Masked Sub-Zero can do the Ice Blast and Ground Freeze, and unmasked Sub-Zero can perform the Ice Blast, Ice Shower and Ice Clone moves. The N64 only has one Sub-Zero. He is a masked ninja who has all of the powers listed above. Handy, isn't it?





Above: Shang Tsung's morphing on the PS is smooth in transition.



secret trick.



Above: Only the Bosses in the N64 can perform fatalities.

















### LOADING

Guess which version has load times? Even though the PlayStation Mortal Kombat Trilogy has a myriad of options to help cut down on the waiting, it still doesn't match up to the N64's instant accessing of information, from new levels to Shang Tsung morphs.



On the PS, you can pick which morphs Shang Tsung can perform, to limit the access time problem.

### Known PS Glitches

- While taunting, Shao Kahn may find himself endlessly jumping for joy (see picture below right).
- If Kintaro or Goro hits the enemy with a fireball, the music may suddenly change tracks.
- If a morphed Shang Tsung wins, his next round's fireballs will disappear and his Ground Eruption will be glitchy.
- 4.) Random lock-ups may haunt your gaming sessions. Good luck!

### BUGGIN OUT

What happened to the bug testing for the PlayStation MK Trilogy? Whether EGM editors play the game more thoroughly, or MK Trilogy's play testers were giving a little less than 100 percent in their duties, we'll never know. The fact is, more than one EGM editor independently complained about a few glitches in the PS version. These glitches happened on every PlayStation machine we tried the game on.



Is Shao Kahn jumping for joy? Nope, he's upset over the glitches on the CD.



Here, each system gets a brand-new, completely exclusive kombatant.
The N64 gets the female Khameleon. This translucent warrior is always

morphing into either Jade, Milleena or Kitana. The PlayStation gets the male Chameleon. He is constantly morphing into one of the seven color palette-swapped ninjas (Sub-Zero, Ermac, Scorpion, etc.). Both Khameleon and Chameleon get the full powers of whomever they have morphed into.

















### OLD SCHOOL MIN

The PlayStation takes advantage of its larger storage medium, the compact disc. With this extra memory, the PS MK Trilogy will have an extra four fighters (on top of the ones mentioned previously). You can play as the new or original Kung Lao, Rayden, Jax and Kano. Rayden and Kano put on their MK1 duds and Kung Lao and Jax don their MK2 attire. Besides having all of their original moves, each of these old-school warriors have one new move. The N64 MK Trilogy misses out on these features.



It's an old vs. new school showdown between Jaxes and Laos.

### SHAU KAHN'S TREASURES



Double your pleasure, double your fun. Two lines for the price of one.



Beat the PlayStation MK Trilogy, and you'll get one treasure line.

### CORNER CORNER

If you are a nitpicker, then you are a pain in the butt to please. But you are what you are, so this sidebar is for you. Here are some of other, more or less important differences between the Nintendo 64 and the PlayStation Mortal Kombat Trilogies (this is by no means a comprehensive list; we could fill up a whole book with the differences that we have found).

The N64 has a three-on-three Kombat Mode.

The MKT, Midway and Williams logos are part of an FMV sequence on the PS

The PlayStation has better music.

Smoke smokes in the Character Select Screen on the PlayStation version only.

The PlayStation MKT is lacking the Ultimate Kombat Kode (since all the characters are selectable, the Kode becomes unnecessary).

The PS gives you unlimited credits. The N64 gives you five, unless you enter the cheat that will give you infinite credits.

The PS Character Select Screen shows what level you are about to play on.

The backgrounds are slightly different.

The N64 version has a secret Super Endurance Mode, which the PlayStation version is lacking.

N64 MK Bosses have an Aggressor Meter, the PS Bosses don't.

When knocking an opponent into an upper level, the N64 cart will sometimes show a bit of slowdown.

The games' demonstration sequences are different.

### I E PRICE FOR THE PAIN



and average cos Plar mig

Is the N64 version worth the extra \$20? Read The Verdict.

Finally, the cost of kombat. Will this be the deciding factor among people who own both the Nintendo 64

and the Sony PlayStation? On average, the N64 MKT cartridge costs about \$20 more than the PlayStation disk. This vital factor might steer more gamers toward the PlayStation version, despite its glitches and load times.



### THE VERDICT

### Shawn Smith

This is a tough one. There may not be as many characters in the N64 version and there is some slowdown, but I'll take that over obvious bugs any day. The graphics aren't quite as good as the PS version, but I'd hardly say that they're bad on the N64. Price is a concern, but you are getting practically everything MK-related. I'd go N64.



### Ban Hen

Let's see. The PS MKT has many more fighters. That's good. The N64 version has no load times. To me, that's better. Regardless, it all comes down to this: I'll gladly wait around for the games to load if I can save \$20. And the glitches in the PS version haven't been enough of a bother to turn me off. Save the dough and go with the PS.

### Grispin Boyer 🥥

If the N64 and PlayStation versions of MKT cost the same, I'd buy the N64 one. It's free of the load time and minor bugs that plague the PS game. Still, the PS version offers a near arcade-perfect UMK experience. Its graphics and music are actually a little better than the N64 version, and you get extra fighters. The bugs still bug me, though



Sushi-X

At first glance, you'd think these were the same game, but they're not. While the N64 has no load times (a big plus for Shang Tsung fans), the PS has improved its access time to counter this. For gameplay, the PS wins hands down with faster, smoother animations between attacks. The additional characters also hedge my bets to the PS.



# SAVIOR Like Action For Chocolate

he Sega Saturn has got to be an RPG lover's dream machine. Working Designs is porting many great Japanese Saturn RPGs to the U.S., and Sega is following suit with some great adventures themselves. Dark Savior is one of these.

DS is Sega's latest RPG, by the same team that worked on Landstalker for the Genesis. The Climax team combines action elements with strategy gameplay to create an involving story line into a game that is

RELEASE DATE	DIFFICULTY
December	Hard
PUBLISHER	% DONE
Sega	75%
THEME PLAY	ERS SIZE
Action 1	CD-ROM



Who knew that jalapeno juice would be the Island's drink?

like nothing else available.

The graphics in DS are set into a 3/4-perspective isometric viewpoint that is reminiscent of Landstalker. The game's highly detailed polygon landscapes are put together well. The graphics compliment the mood of the game well, creating a realistic world in which to interact. Some scenes are as bright as Sonic, while others are dark and eerie. There is some slowdown present when there are



While inside the mines, you go through an underground lava lake. Strange yet adorable monsters lurk in its flery depths.

lots of background elements on screen, but it's over quickly and doesn't detract from gameplay at alf.

The game is divided into Parallels, which each has its own subquests and worlds. As Garian, you start aboard a cargo ship bound for Jailer's Island keeping watch on Bilan, a maximum security prisoner. The monster escapes and you







Gamer's Edge

While carrying Drizzit from his prison cell, there's a few hints that will help you through quickly. If you find that there's a chasm too big for you to jump over, use run to gain momentum. Use blocks to hold down switches. Look for panels on the wall that could hide secrets, Carrying Drizzit through so many rooms gets to be a pain, but don't give up. Besides, if you leave him behind he'll be killed. You wouldn't want to disappoint the JLD, would you?











go running after it.
The plot is full of action at every corner. While the story line isn't quite as involving as Square's Final Fantasy series, it's got some great twists and turns. Backing you up is Jack, your mechanized feathered friend



# "Dark Savior will appeal to role-playing and come action fans alike." some

who serves to help you figure your next move.

Mixing up the quest are DS' unique battle system. Instead of menu-driven battles, they are set up much like that of a fighting game. The details are there all the way down to "Round 1...Fight!" The action isn't as fast and furious as your average SF2 battle, but it's a welcome change from

the passive mold that RPGs usually fall into.

The gameplay is more action-oriented than many of the RPGs that land on the market today. Gameplay is more like that of Sonic or Mario—you don't only need to worry about battles, but also jumping over obstacles and crossing lava-filled lakes. The isometric perspective lends

itself well to this kind of game. The only minor problem in this is that sometimes it's difficult to tell where you're going or jumping. if there's something blocking your way. There are parts of the game where you need to toss crates across chasms, and with the



### Gamer's Edge Change your view

With the three-fourths isometric view, there are a few times where obstacles will block your eyesight. Without being able to see what's in front of you, you won't be able to make any progress safely. Pressing the Left or Right shift buttons allows you to manipulate the camera so that you can see those hard-to-view places. Additionally, pressing the Y or Z buttons on the control pad while in this mode zooms the camera is limited, and can't show you a full 360-degree viewpoint. If you have the Saturn analog controller, you can use the analog pad to control, the camera view. Not too useful, but if you have the camera view. Not too useful, but if you have the controller, put it to good use.







The richly detalled graphics complement the isometric perspective of the game. Each area has a unique look, different than the rest.

perspective, it's hard to line up exactly where you're throwing things. This becomes part of the strategy of the gameplay. Instead of being frustrating, it's fun to try to figure out how to pass the game's many puzzles.

Like other 3-D games, you can manipulate the camera angle to see areas not visible in the regular perspective. Unfortunately the camera is limited, and you can't see a full 360 degrees

around your character.

During the first Parallel, you must rescue Druzzit, a rebellion leader, from the jail. Once inside, you have to carry him out. This presents more than a few problems. If you leave him and go on, you'll end up failing the mission you were sent on. Some areas are impossible to pass through while carrying him. This is just one of the puzzles present in the game, and it's a welcome change from other RPGs that rely more on the battle system



Inside the Warden's lab, evil experiments are taking place.

than puzzle solving.

A game so reliant on puzzle solving has to make sure that the answers aren't obvious. The way Dark Savior's puzzles are laid out, it's easy to overlook hints in the background—objects in the background that you didn't think did anything special have a purpose. Finding these and using them to pass each area is key. The designers have put a lot of

thought into each of DS' areas. Moreover, each area of the game has a completely different look. Rooms filled with lava, the inside of the jail, the mines, the emergency exitall have new environments and obstacles to tackle.

Garian carries



Kay is the mysterious girl who gets inside the prison walls.

along with him his handydandy planner book. This lists all of the items he's carrying, his vital stats, and what weapons he has equipped. Later on, it will be necessary to keep a close watch on the stats.

The game has changed a few key points from the Japanese version that makes it a bit unrealistic. In the Japanese version, the currency











# Garner's Edge Chocolate makes the world go 'round

Eating the chocolate in Dark Savior won't get you any extra health (sweets are bad for you, don't ya know). Instead, Jaller's Island runs on a form of bartering, where you trade items for information, weapons or points. Chocolate is the currency of the island, and

Chocolate is the currency of the island, and you'll find it in places you'd never expect (if it's so valuable, there's a lot of it lying around). Collect five chocolates, and you can trade them in for 100 experience points. Note that in the Japanese version of D5, the currency was cigarettes, not chocolate. Makes a little more sense being on an island in a jail, eh?

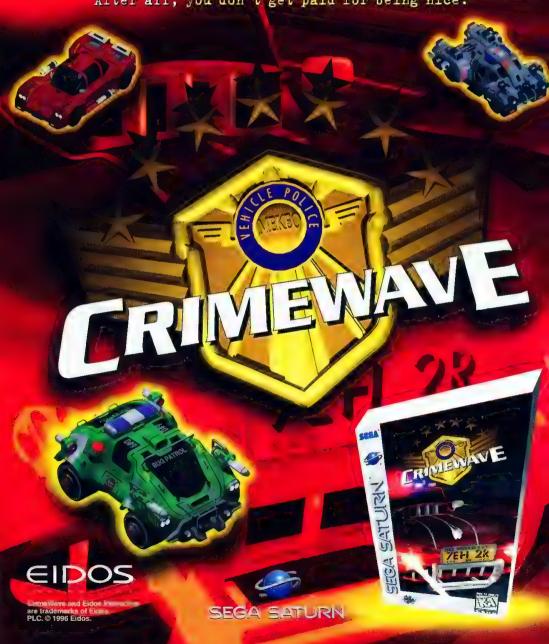




### Welcome to the urban jungle

Crime is out of control, and the cops have been replaced by bounty hunters like you. No courts, no trials... just instant retribution. Fire up one of eight heavily-armed vehicles and buzz through eight zones of digitized devastation. Use guns, grenades, rocket launchers, tire treads...whatever it takes.

After all, you don't get paid for being nice.





of Jailer's Island consists of cigarettes, booze and magazines (what kind of magazines?). In the U.S. version, the prisoners would much rather go for a bar of chocolate and an empty bottle than anything else. The magazines are still there-some of the prisoners love those. The only thing the changes accomplish is to make the game more humorous than the Japanese programmers probably intended.

Jack follows you around, but doesn't provide much useful information outside of the game's story line



dialogue. There's an option to get hints from Jack, but rarely do any of his hints help with the area you're in.

Experience points can be used for a lot of different things. If you die, Jack will resurrect you for a price of 20 or so experience points. You can up your experience level once you have enough points, and use them to avoid battles. Gaining experience points is done by fighting and trading in items like bottles and chocolate for points.

Dark Savior will appeal to role-playing and action fans alike. There's more to this game than simply clicking



During battle if you hold down your Attack button, it charges up a special combo meter. Once full, it unleashes a devastating attack.

on the right Battle Option. There's enough here to keep any gamer busy for hours on end with an amazing amount of puzzles to solve. Sega is doing the right thing in releasing this game to the U.S. market. ■









strategy elements creating a very different role-playing game.







Evilsizer: I am Evilsizer,
I fight all with my axe.
So, Bounty Hunter you are wise
to stay clear of my tracks.

# This space available for immediate occupancy







The darkness of ancient Egypt and evil alien forces, possessing horrifying powers, have taken possession of the ancient city of Karnak. And these landlords are exacting extremely high rents. Like an arm and a leg...or worse.

Airdropped into first person landscapes, you must swim, crawl and otherwise run like hell through 20-plus levels of gameplay. Real time, fully 3-D rendered environments allow you complete 360° freedom of gameplay. With just a machete to begin with, search for 7 other

weapons like hand grenades, a flame thrower, an M60 machine gun and a magical cobra staff. Dynamic lighting allows for stunning visual effects. Cross bridges, crawl through tunnels and swim through underwater grottos. Your only salvation is the guiding Spirit of the Great Pharaoh Ramses. He's the only one in this godforsaken neighborhood who wants to help you get a forwarding address.

So welcome to the nightmare of Ramses' tomb. And enjoy your stay. It may last forever,

### POWERSLAVE







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### Jamer's Edo

Okay, we know that Scud is a big comic book star, and now he's a big video game star, but what's next? Well, according to Scud's daddy. Rob Schrab. there may be a Scud movie someday. Rob has been discussing the possibility of a Scud movie with Oliver Stone's production company Illusion Entertainment. Although there is nothing definite in the near future, both Rob and the studio are exciting about the prospect of a motion picture. Rob would like the movie to be animated with either traditional cel animation or with computer animation as seen in Disney's Toy Story. With all the 3-D animation in the Scud game, a computer-generated movie would not be a big stretch. Either way, Scud fans can look forward to a bright future.



### SEUD)

### Not Even A Patriot Can Stop This Scud

ames based on comic books are a fairly familiar breed. After all, a lot of comic heroes are very similar. They all have some sort of super powers that they use to battle a variety of power-hungry madmen.

Scud: The Disposable Assassin is the latest comic book to make the jump into the video game world. So what makes this one stand out?

Well, Soud is definitely not your typical comic hero. The name for our hero comes from the class of robot that he is. He is a



type of assassin droid that is purchased from a vending machine. Scud was originally purchased to exterminate a monster named Jeff. Jeff has mouths on her (yes, her) knees, mousetraps for hands, a plug for a head and a squid strapped to her belly. We



weren't kidding when we said that Scud wasn't a typical hero. Scud soon discovers that

as a disposable assassin, as soon as he makes his kill, he self-destructs. Not wanting to die. Scud rips off Jeff's limbs so she can't attack him, and places her on life support.

> Now, in order to keep lance assassin



life support bills. Remember, if Jeff dies, so does Scud.

It is with this bizarre premise that Sega Soft has based its latest Saturn game on. Scud (the game) combines standard side-scrolling action with first-person perspective shooting. There are also several variations on the game to keep the experience fresh.

All of the game's graphics are computer rendered, which brings the normally two-dimensional characters

to life in full 3-D. There are also 20 minutes of movie sequences that brings the characters to life and ties the levels together. While graphics are



If you don't take care of the guard dogs, they get in your face.



When the side-scrolling action changes into the 3-D shooting view, the camera pans over Scud's shoulder and into his point of view.

important, and cinemas can't hurt, it's the gameplay that counts. This is where Scud really stands out. There are multiple ways to control the game, plus there are even a few hidden gameplay configurations that show up after you beat the game.

There is the typical "one-player using the con troller" style of play, but Scud demands more than that. You see, in the comics, Scud's weapons of choice are a pair of guns. To simulate the comic, you can use the Stunner gun to play as well. There is even a special mode build into the game that allows one player to wield two guns against the enemy just like Scud!

As a special bonus, you can also earn the right to play as Scud's zipper-covered sidekick, Drywall. After you uncover Drywall, the first player can play as either





When Jeff's squid shoots you with ink, you can see yourself.

character, or you can have a second player join in on the fun. With the second player, you can play even more variations on the action/ shooting theme.

With all the innovative gameplay elements, you can easily forget that the game originated with a comic book. Fans of the Scud comic will



This is Jeff. Be careful not to kill her, or you'll kill yourself as well.

have a lot to look forward to with this game. There are many elements from the comics that have found their way into the game.

Each level is based on a plot line from the comic, and they feature locations and characters that comic fans will immediately recognize.

The version of Scud: The Disposable Assassin that we have seen was very early, but it is showing a lot of promise. The excellent graphics, unique gameplay and characters and plot based on one of the best comics out there, combine to form what could very well be one of the best Saturn games

# "...Scud is...not your typical comic hero."







The big city may be a long way from Jurassic Park but Scud will still have to deal with dinosaurs. Unfortunately, these are zomble dinosa

### Behind The SCREENS

EGM recently talked to Rob Schrab, the creator of Scud: The Disposable Assassin. We were able to find out how Scud came to be and how Rob feels about the Scud video game.

The idea for Scud originated way back in the summer of 93. Rob. who is a big fan of comics, was disappointed with how comics were. According to him, the current superheroes spent too much time whining about how miserable they were. He also thought that there were too many "splash pages" in comics, where the heroes just stood there striking poses instead of



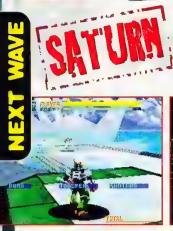
doing something. Rob wanted a hero who would say what he was going to do and then do it. Scud was that hero.

As far as the Scud game is concerned, Rob is very pleased with how it is coming along. He feels that the game's creators have done nothing but justice to his characters, and he says that the game's 3-D graph? ics make it look "bigger than life." Rob would even like to see a sequel sometime down the road. After all, this game is based only on a few issues of the series. There are still many more plot lines and characters that could be used in a video game.

If you want to get in touch with Rob or his company. Fire Man Press Ltd., you can write to him at:

> Fire Man Press, Ltd. 2430 N. Humboldt Blvd. Milwaukse, WI 53212

If you're a computer nut, you can check out the Scud Web page at http://www.execpc.com/~s





### WIRTUAL ON Another Picture-Perfect Arcade Conversion

here's no denving Sega's success in their arcade division. How many people have plunked down quarter after quarter for a game of Virtua Fighter 2 or Virtua Cop 2? There's also no denving that the home translations of some of these arcade hits are what put the Saturn on the map today. Following in Sega's tradition of bringing home excellent arcade translations comes Virtual On: Cyber Troopers, the one-on-one futuristic combat game.

Virtual On lets you choose one of eight giant



mechanized warriors to bring onto various battlefields. There, you will meet your opponent, which will either be the computer or another human in split-screen action (see sidebar).

Don't confuse this with any



Street Fighter-type of game, though. This is a full 3-D oneon-one battle style that is reminiscent of the arcade game, CyberSled. Virtual On is fast-paced and furious.

As soon as the fight begins, you can dash for various obstacles strewn across the battlefield for cover. Or, you can try to overwhelm your opponent with a full frontal assault. Either way, don't expect the battle to last too long. The game is meant to be fast and to the point–kill quickly, or be killed quickly (it's nice knowing that you'll



Some attacks are so big, they are simply too difficult to avoid.



save plenty of quarters on this home version though).

Virtual On goes beyond CyberSled by offering you the ability to jump high in the air. The jump jets that each warrior gets allows new techniques in play—cowering behind buildings may no longer work for the timid.

The unique weapons that each mech holds is another plus. Each fighter will have to utilize these to his or her best advantage. For example, VR.Raiden has a laser that is extremely powerful and takes off plenty of damage,



Here she is—the mother of all mech Bosses in all her glory.



When up close and personal, some of the warriors will pull out a melee weapon, like this long sword, for a quick kill.

Virtual On offers gamers the latest feature in twoplayer split-screen gaming: the choice of how the screen gets split (horizontally or vertically).





## Gamer's

Here is the cast of Virtual On: eight heavily armed mechanized warriors.

### "The game is meant to be fast and to the point."



if it connects. His laser's drawback is that it's quite slow and has to be aimed at a somewhat stationary target. Other mechs have homing attacks that may do less damage but lets you "fire and forget." Just shoot the weapon in your enemy's general vicinity (if your sights far enough to avoid getting hit. are locked on), and you'll hit. Still, other mechs have

Napalm attack. The nature of these weapons may lead to some gamers feeling that it takes less skill to play Virtual On than other games of its type.

wide area-affecting offensive

moves, like VR.Belgdor's

After all, how hard is it to kill someone by launching homing missiles at him? The only balance lies in the fact that the robots are fast and maneuverable. Hopefully, if you are a target of VR.Viper II's 7-Way Missiles, you can run quickly and

Speaking of maneuverability, U.S. Saturn owners will have to make do by playing the game with a standard Saturn controller. In Japan, Sega will release a dual joystick designed with Virtual On in mind. If you've ever played the arcade Virtual On, then you would





know the value of controlling your robot with two joysticks. The home game will attempt to make up for this by offering various controller configurations, but hopefully, Sega will consider bringing out the dual joystick in America.

As we said, Sega has had great success with their home translations of their arcade hits. Although some of them were lacking in a few areas (Daytona USA comes to mind), Virtual On appears to be-dare we say-right on. Look to this month's Review Crew to see the inside scoop on Sega's newest action title, Virtual On.

	RELEASE DA	TE DI	FFICULTY
	Now	Adj	ustable
	PUBLISHER		% DONE
I	Seg	a _	100%
ı	THEME	PLAYERS	SIZE
I	Action	lor 2	CD-ROM



Weapons: Beam Rifle, Bomb, Beam Sword



Weapons: Fireball. Hammer, Phalanx



Weapons: Hand Beam, Bowgun Beam, Love Beam



Weapons: Grenade, Napalm, Homing Missile



Weapons: Vuican, 7-Way Missile. Homing Beam



Weapons: Ring Laser Floating Mine Hand Bit



Weapons: Shotgun, Bomb. Tongfer



Weapons: Bazooka, Ground Bomb, Lasei









# Spot Goes To HOLLYWOOD A Little Red Dot And So Much More

ack in the days of the 16-Bit systems, one of the most celebrated games was Virgin's Cool Spot. Now, it looks as though the perky little 7-Up mascot is making his way onto the 32-Bit systems.

In his latest game, Spot has decided that there really is no business like show business (like no business ! know, anyway), as he has gotten into the movie biz. Actually, the game starts with a cinema of Spot getting sucked into a movie projector and shot into a movie screen. It is from here that Spot Goes to Hollywood begins.

Each of Spot's 20 levels is based on a particular movie genre. There are six different genres or worlds total. There are pirate levels, adventure stages (a la *Indiana Jones*) and horror stages. There are also three hidden worlds that you must earn the right to play in. These include a





Touch a clapper board, and you will continue from that point.

Western world, a sci-fi world as well as a *Jurassic Park*-ish dinosaur level.

How does one find the hidden levels? Well, in each of the 20 levels, there are five stars. Some are hidden and some are in plain view. If you find all the stars in all the levels, the last three worlds open up. Fail to find them all and you still see an ending, but not the best one.

Also scattered throughout the levels are hundreds and hundreds of red dots. Collect 100 of these, and you'll earn an extra life.

In addition to the stars and



In this level, there is a wail of fire that is constantly closing in on you. If you don't keep moving, you will be a very uncomfortable Spot.

dots, there are loads of power-ups to be found. Weapon upgrades, shields, health recharges and 1-Ups are yours for the taking.

So there's a lot to find, but what is the game like? While Spot Goes to Hollywood may sound like a typical sidescrolling adventure, the action is viewed from a very different perspective. The game is played from an isometric viewpoint along the lines of Zaxxon or the more recent Sonic 3D Blast. This makes the game a little tricky to get into at first, but with some practice,





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ı	Action	1	CD-ROM

### Gamer's Edge

In order to get to Spot Goes to Hollywood's bonus levels, you need to find all five of the gold stars in each of the levels. At first, this might sound like a fairly simple task, but it can be a lot trickier than you would be led to believe. Sometimes the stars are in plain view. Other times, you may need to manipulate objects to obtain out-of-reach stars. There are also hidden rooms you'll need to find to earn stars. Perhaps the strangest method of collecting stars is the connect-the-dots method. Occasionally, there will be a glowing blue spot. When you collect it, another spot nearby will begin to glow if you collect all the spots in the correct order, you will earn a power-up or sometimes a star. Keep searching to play more levels.









### "...Spot takes a more lighthearted approach to gaming."

you will be able to maneuver as well as you could in a two-dimensional game.

Speaking of Zaxxon, there are a few little bonus stages in Spot that are reminiscent of some classic arcade games. Spot gives tribute to such greats as Centipede and Q\*Bert. There is even an entire stage in the horror world that plays much like Zaxxon.

With such odd stages, you can tell that Spot takes a more lighthearted approach to gaming. One of the things that stands out most in Spot is its sense of humor. There are scenes that are straight parodies of movies (such as escaping from a Raiders of the Lost Ark-esque rolling boulder) as well as goofy



enemies. These include wild boars that turn into roast pork when you shoot them and little baby Frankenstein-like monsters,

In keeping with the movie theme of the game, the music sounds as though it has come straight out of a feature film. Each level showcases a different score that relates to the genre of movie that you are playing through.

The colorful levels and wacky high jinks of Spot Goes To Hollywood will catch the interest of any fan of side-scrolling games. While the different playing angle may throw you off initially, the goal of finding all of the game's stars will make you want to come back for more.



### Gamer's Edge

Like any good video game character. Spot knows that it will take more than his usual skills to defeat those who would oppose him. That is why you'll want to be on the lookout for the ample power-ups that are available to our little red hero throughout his journeys. The power-ups are in the form of gold, spinning circles with different letters on them. They allow Spot to toss more than his typical bubble weapon. Collect the proper icon, and you can shoot a more powerful bubble, shoot in three directions at once or even freeze your enemy with your bubbles. You can also earn a shield or gain bombs to blow open new areas.



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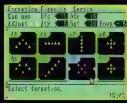
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### GAMER'S EDG

After you have picked your ships, you'll need some way to move them around efficiently. For this, you'll want to start looking into the formation command. This will line up a group of ships into a pattern where they will converge on the enermy as a single force. There are eight different formations available. Four are for defensive maneuvers, and four are of an offensive nature. Some are better at holding off head-on attacks, while others offer better mobility. The different mission goals will determine which

formation will be the best to: use, but experiment to see which ones work best for you



The proper formation could mean victory or defeat.

# ZENDOR

### **Fight To Control The Future**

o what's the deal with the future? It seems that every time you turn around, there is some society of the future in which

of the future in which water has become the most valuable commodity. It happened in *Tank Girl*, it happened in *Ice Pirates* and now it's happening in Koei's latest Saturn strategy game, Heir of Zendor: The Legend and The Land.

In it, there is a supreme council made up of a group of color-coded leaders named the Five Kings (there are Amber, Black, Blue, Crimson and Gray Kings). The Kings

RELEASE DATE	DIFFICULTY
December	Moderate
PUBLISHER	% DONE
Koei	95%
THEME PLA	YERS SIZE
Strategy l	or 2 CD-ROM

control everything in the kingdom of Zendor, including the only planet that still has water. It seems that there has been an uprising, and rebels are fighting back against the Kings. That's where you come in.

You play the Prince of Zendor, who is under the



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Get mission briefings from characters like the Crimson King.

Sort.es flown: Remaining aircraft:	3
Aircraft shot down:	5
Surv.val rate:	100%
Percent shot down:	100%

This Report Screen tells you how well you did in the last mission.

service of the Five Kings. You lead your forces into battle against the Rebels in an attempt to stop them from overthrowing the council.

The game is played in the classic, turn-based strategy game style with a few original twists. Before each mission, you are given a briefing as to what you need to accomplish. These mission objectives can range from simply destroying the enemy to serving as an armed escort for another ship.

After you have received your orders, it's time to carry them out. Like most strategy



"...it's time to engage the enemy and take 'em down."

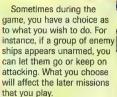


Make like Indiana Jones and choose wisely. If you're in a good mood, then you can break off your attack. If you're a bit cranky, fire away.









Heir of Zendor is a strategy game at heart, but its futuristic setting and 3-D perspectives can even get the casual gamer interested. There is a lot of depth. and yet it is simple enough to just pick up and play. This could be a good game for introducing someone to the strategy genre.



turn-based play takes over. Both the player and the computer have the opportunity to advance their ships and attack the opposing forces. These actions are handled from a 3-D viewpoint.

Each of the different classes of ships has its own characteristics, such as what weapons it can carry, armor level, range of attack and how far it can move per turn. All of these factors come into play when you are moving your army in for the kill.

Of course, moving and shooting aren't the only options here. You can program certain ships to automatically retaliate when they are attacked. There is also a Form Option that allows you to group your fleet in various formations so that you can move a whole group at once. This is good for defending ships or breaking through enemy defenses.

After you command all of your ships, it is the enemy's turn. Their ships will advance and attack, or sometimes, they may flee. When they are done, the pattern is repeated until one side is left standing, or flying, as the case may be.



### These ships are lined up in formation for easy maneuvering.

games, everything is menudriven. Your first set of options will get you ready for the upcoming battle. You can get information and statistics on all the ships in play, both friendly and hostile. This is also where you select which ships you want to serve as your wingmen and what weapons they will carry. A map of the battlefield is available, so you can see where you want to place your fighters. Once you get everything set up, it's time to engage the enemy and take 'em down.

This is where the



### "...a lot of depth, and yet it is simple enough to just pick up and play."



This is the lightning weapon you have at your disposal. You attack manually, and you can have the ship retaliate if it's attacked.

Before each mission, you are given the chance to pick what other ships you want along with you during your battle. Depending on the mission, you will have different classes of ships available to you. You will also be able to take a different amount of ships with



you at different times. Your success in the mission depends on wisely choosing which ships will be of the most help to you. Will you use the Patrol Craft? It is highly mobile, but the weapons are not the best. The Heavy Cruiser is powerful and has good armor, but cannot move very far. Each ship has its own strengths and weaknesses, so choose a good variety depending on the individual mission goals.









## ER

### Whupped Batman's Butt

ho is Batman?" This was the question posed by the Riddler in the blockbuster hit movie, Batman Forever, Avid video game players know Batman (or the Batman, if you will) as the star of numerous games for a variety of game systems.

Batman has made appearances on such platforms as the NES, the Game Boy, the 16-Bit systems and even Atari's Lynx, Now the Caped Crusader and his plucky sidekick Robin are making their first appearance on the 32-Bit systems.



The premiere Batman game for the Saturn and PlayStation is based on the latest Batman movie, Batman Forever. Don't worry, this game isn't based on the mediocre Batman Forever games for the Genesis





### .. combos that feature over 100 hits!

and Super NES, this one is based on the Batman Forever arcade game.

If you haven't played the arcade game, it is a two-player, simultaneous beat-'em-up in the style of Final Fight.

Actually, that might not be the best way to describe it. Remember Konami's old Batman Returns game for the Super NES? Imagine that type of gameplay without the driving scenes and with about 100 times the intensity.

If there is one thing that

Batman Forever: The Arcade Game delivers, it's fast and furious action. Every second of the game is the type of button-pounding, side-scrolling fighting that's becoming more and more rare on the new systems.

If you've seen the movie (and let's face it, you probably have), the game's plot should sound rather familiar: Gotham City is once again under siege by another pair of ruthless villains, Two-Face and the Riddler. As usual, it's up







What's this?! Robin, the heroic Boy Wonder, fighting Batman? No. Robin is just taking out a glant bat that has infested the Bat Cave.



When Batman powers up, he powers up big time. Duck, Robini



to Batman to save the day with his crime-fighting skills and his selection of "wonderful toys."

Even with all his amazing abilities, Batman's no dummy. Taking on Tommy Lee Jones and Jim Carrey at the same time would prove difficult for



anybody, so Batman decides to gain a Boy Wonder to help him in his fight. This, as we all know, is Robin.

In the game, two players can team up as Batman and Robin to fight against Gotham's worst menaces.



A 152-Hit combo is very impressive, but you can go even higher. Play as Robin and practice, practice, practice to pull off a 700-Hit combol



This is the screen where you pick the power-ups that you will take to the next level. Both players compete to earn the ones they want.

the background or right at the

While punching and kicking

may be enough for the typical

street fighter, a superhero has

many more techniques at his

disposal. This is where Batsy's

collection of crime-fighting

gadgets comes into play.

During your battles, you

can collect different tools to

can be powered up to three

"Bat Call" that will summon a

barrage of bats. They will act

as a shield for you or even

attack the enemy. Strange,

perhaps, but effective.

help you fight. These weapons

camera, where they hit your

TV screen and fall down.

Both players can even choose the same character. How or why there would be two Dark Knights is beyond me, but hey, it's a good feature. If you prefer to fight your crusade for justice alone, there's always that option as well.

As in any good fighting



game, your standard weapons are your very own bat fists and bat-feet. Just by pounding the controller buttons, you can pull off a variety of different attacks. There are even moves where you can grab enemies and throw them into

ire even an grab them into Batman just wouldn't be Batman without his Bat-arang. You can also find grappling hooks, tasers and smart bombs. One of the stranger weapons is a device called the



Two-Face likes to pop up in the foreground to shoot at you.

### Gamer's EDGE

### are to Compare

When a game like this is released on two dueling platforms, someone is bound to ask, "What's the difference between the two versions?" Well, if you only have the Saturn or the PlayStation, you have no reason to be jealeous of others.

Both versions of Batman Forever are virtually identical. Sure, there are minor differences: The Batmobile drives into the garne faster on the Saturn version; the PlayStation version has a prettier loading screen, but it's all just cosmetic. No matter what system you get Batman for, you're getting essentially the same garne.





Well, so far this sounds like a typical "walk-and-punch" game. If a game wants to survive nowadays, it had better have some sort of special feature or new play technique to it. Batman Forever comes through on multiple accounts.



## GAMER'S EDGE C-C-C-C-Combo!

Arcade Game and you're looking for even more of a challenge? Then it's time for you to master the game's combo system. As Batman or Robin, you have a ton of combo maneuvers that you can pull off. Each character has his own set of moves, so there is plenty to learn. From what we have seen so far, Batman has more combo moves than Robin, but there may just be more hidden ones for the Boy Wonder. Most of the combos involve pressing the buttons in a pattern, such as punch, punch, kick, kick and then repeating that pattem. Practice, and you can pull off huge combos. There have even been rumors of a 600-hit combol





Fight Two-Face's groupies, Sugar (played by Drew Barrymore in the movie) and Spice, Beaten by Drew Barrymore? Is that really bad?

Many of the one-on-one fighting games today have some sort of combo feature. By hitting sequences of buttons or chaining special moves, you can pull off some impressive combo moves.

Batman Forever takes the combo system from

fighting games and incorporates it into its gameplay. Both Batman and Robin have their own set of combo moves to learn. If you can properly chain moves together, you can pull off combos that feature over 100 hits!

The one thing that you need to remember about the combo



Arrive to the fight in style with your sleek, sexy Batmobile.

feature is that you can only pull them off when your combo meter is full. The combo meter is located below your life bar, and it can be filled by collecting the powerups that most of the enemies drop when they are defeated.

In addition to the meter-filling powerups, there are also special pressure pads that appear every so often. When you walk over these. it causes some reac tion in the game. Stepping on a Bat Signal drops special



Yas, the power-ups in this game are impressive indeed.

tools into the area. Two-Face's Yin-Yang will do one of two things. It can create a good effect such as invincibility, or it can bring you harm, like shrinking you down to a





# Samer's Edge

Perhaps the most important decision you will make in this game is which of the superheroes to play as. Will it be the brawny Batman or the feisty Robin? One would think that Batman would be the better choice, right? After all, the game's name is Batman Forever and let's face it, Batman is just flat-out cooler than Robin. Still, Batsy may not be the choice for you. Both characters have the same basic moves and can use all the special weapons, but several EGM editors agreed that Robin was the better character. While Batman may have more combosthan Robin, it seems much easier to pull off Robin's combo moves.



itty-bitty Batman. The third pressure pad is the Riddler's question mark. This will randomly give you one of the beneficial effects.

If these features aren't enough, there is another special feature that rewards you for excellent performance during the game. At the end of every level, the game tallies up different statistics and allows you a choice of power-ups to start the next stage with based on how well you did.

Awards are given for defeating the most enemies, hitting the most villains with the Bat-tools, throwing the most villains into the



screen, picking up most of the three pressure pads, getting the highest round score and for getting the highest combo attack.

When two players are playing together, they have their own statistics and try to beat each other out to earn the desired power-up. This creates a sense of competition during a cooperative two-player game. There's just a strange feeling of satisfaction when you pull off a huge combo at the end of the level and end up stealing the one power-up that the second player thought he would be using in the next level.



Picking up an "Evil" power-up may result in you shrinking down into a pint-sized superhero. Isn't he cute? He's also quite vulnerable.

If you've played the game at the arcade, the graphics should seem just about the same. There is a little drop in the amount of character animation from the arcade version, but the computer-rendered graphics look amazing.

The game's music is along the same lines as the movie's soundtrack. It's a lot of dark, moody "Batman-ish" tunes that fit the game rather well. Gamers who long for

danies with oling for the olden days when games like Double Dragon and Final Fight reigned supreme should get a kick out of Batman Forever: The Arcade Game. Both the Saturn and PlayStation versions are virtually identical, so whatever 32-Bit system you own, you can get that side-scrolling Bat-fix you've been jonesin' for.













# Gamer's Edge Goofy Bad Guys

There are scores of bad guys in Batman Forever: The Arcade Game. The obvious ones are Two-Face and the Riddler. Then there are the legions of nameless thugs who are mainly there as cannon fodder. Perhaps the strangest enemies in the game are some of the level Bosses. Maybe it's just me, but I don't remember seeing characters such as Zapper. Guesser or Flex in the Batman Forever movie. Yet, they are in the game. Don't laugh. While they may have bizarre names, these guys are tough. Look out for the oddly named, yet deadly, duo of Feather and Stevo. Ironically enough, the strongest Boss is the one with the weakest name, Tassal.















# FORCE

### Not Your Average Psychic Friends

cclaim has had a steady stream of hits bringing Taito's Japanese releases to U.S. shelves.
Bust-A-Move 2, a classic puzzle game on any system, was one of their more renowned titles. Now comes Psychic Force, a unique fighting game that is purely Japanese in nature. In a world where psychics

have been outcast, a battle for supremacy is waged between eight agile warriors. Not all are willing participants in this battle to the death. Set out in a futuristic world, these fighters



are forced to compete, trapped in a cube of psychic energy during each fight,

Acclaim has brought Psychic Force over from Japan without making any changes to the game, either in story or in gameplay. This was a good decision and keeps gameplay



close to how the programmers in Japan wanted it to be played. None of the voices have been changed to English; instead Acclaim opted to subtitle the Story Mode and other cinemas in the game.

What will hit you first is the eye-catching intro. The character designs have a distinctive anime styling that many polygon fighting games lack. The intro lasts approximately two to three minutes and shows off the PlayStation's FMV capabilities very nicely. Also intact is the theme song, sung in the original Japanese.



The gameplay is very much like Battle Arena Toshinden. The difference is that airborne battles take place in a threedimensional space-the cube. You are able to move freely about the cube up and down, but the computer takes the liberty of moving you in and out of the cube. Touching the sides will stun you so that you're unable to block an incoming attack from your opponent. This becomes integral to the game and in pulling off multihit combos.

Movement is controlled by the directional pad. Blocking



In the Story Mode, before each battle, a cinema is played in which you learn about the conflict between characters.



Sonia shocks her enemies with a bolt of pure energy.



Brad attacks by surrounding the enemy with a bolt of energy.







# "...character designs have a distinctive anime styling that polygon fighting games lack."



(or "guarding" as referred to in the game) is assigned to a button on the control pad. Your attack buttons are light and strong. Both throw projectile attacks when you are at a distance from your opponent. You can also assign buttons for dash and charge. Assigning dash to the X button is probably the best configuration. Without assigning it to a button, dashing is achieved by pressing both attack buttons at once.

Psychic Force is heavily reliant on projectile attacks, lacking the kind of handto-hand combat that made the Street Fighter II series so



Keith is the end Boss of the game, and as you'll find out, he pulls off combo after combo—know your Block button!

popular. Projectiles can be thrown with the touch of a button, and this leads to some distant fighting with projectiles to see who can block first. Each character can have three or four different projectile attacks of varying strength.

into hand-to-hand combat, it's often very slow. On harder difficulties, the computer knocks you into the wall, stunning you even if you're blocking, making you an open target for a devastating attack. The computer pulls off moves at just the right time that you'll find





### Gamer's EDGE

### TORY MODE

One of Psychic Force's unique features is its Story-Mode, Unlike the Arcade Mode, the Story Mode does not have a time limit set for each match. Instead, it is a light to the death.

During the course of the fights, you'll be pulled deeper into each character's history and find surprising revelations about some of them. Each of the game's battles is set in different episodes, and there are opening Cinema Screens at the beginning and end of each fight. Makes you wonder why more fighting games don't adopt a Story Mode, doesn't it?



T NOME MADE HE FIGHT YOU IN EXCHANG NY SISTER.



RELEASE DATE	DIFFICULTY
February	Moderate
PUBLISHER	% DONE
Acclain	85%
THEME PL	AYERS SIZE
Fighting 1	or 2CD-ROM









### Gamer's EDGE

Stay away from the edge of the cube as much as you possibly can. When attacked, if you hit the cube, you'll be stunned and open to a hit for several seconds.

If you are having difficulty pulling off the game's special moves, go into the Options Screen and set the

Command Time Option in Key Config to "long." This will give you more time than is needed to pull them off and generally makes them a lot easier for the beginner.





Dash forward for a clean shot at your opponent.



yourself defenseless against it.

The graphics in Psychic Force are nothing to write home about. They are well-animated, but the polygon figures aren't as complex as those seen in the original Toshinden. The special attacks in the game produce some



Psychic Force relies heavily on the use of projectiles. Each character throws the projectiles at the touch of a button.

cool graphic effects, but they're standard fare as far as fighting effects. While the graphics are polygons, the projectiles and specials seem to have a pixelated, spritebased look to them. Once you know one character's moves, almost all the other characters share the same controller motions, making it easy to learn every character in the game.

The characters' hand drawn looks in the intro and cinemas are much nicer-looking and



"If more companies would take the same approach, U.S. gamers would be benefiting from more of the best Japan has to offer."





Psychic Force's character designs will satisfy any anime fan's tastes. Not unlike other fighting garnes, each character has a wide range of special attacks. Acclaim hasn't Americanized any of the artwork or what the characters say after each fight. The characters and their stories are brought together in an ultimate duel for power. Some of the characters share controller motions—after learning one, the others will be easy.

# Gamer's Edge



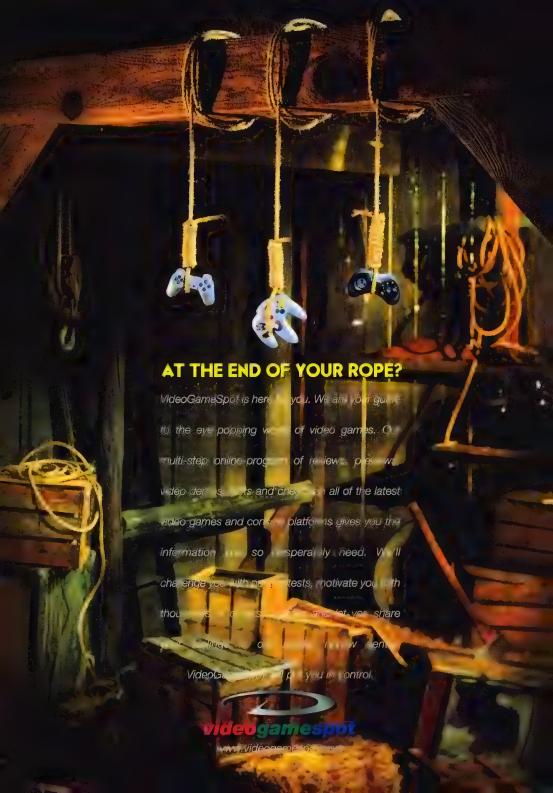
Keith: He is a maniacal psychic bent on dominating the world. His first mission is to take out all who oppose him. He has many poweful attacks and can perform amazing combos swiftly.



Wong: The master of psychics uses his abilities in evil ways. He can clone himself so that your projectiles don't know who to go to, and he can teleport from one side of the screen to the other.



Brad: Sporting large claws, Brad's main power is that of controlling rocks and boulders. His special attacks include surrounding himself in a shield of rocks, and smashing his opponents with boulders.





brighter than the polygon representations during the game. It would almost have been better to have them sprite- based just to see better animation or brighter colors.

The game's arenas have stunning graphics, but after playing for a while, you realize that the cube isn't quite as big as you once thought. It's too

easy to get knocked against it or accidentally touch it. The game's intro and one of the cinemas would have you believe that you fight in the middle of a big city. While the fight does take place there, it doesn't feel like you're fighting in a metropolis setting because of the cube.

If options is what you're



looking for, Psychic Force delivers. With Story, Arcade and Training Modes, Psychic Force offers a great deal of playability. The Story Mode only offers opening and closing cinemas after fights to the regular Arcade Mode and takes away the timer.

Psychic Force will have an uphill battle competing against names like Tekken 2 and Toshinden 2, but there have been worse fighting games to show up on the PlayStation. If the Toshinden style of fighter is what you like, Psychic Force matches your taste. The feel is different than Toshinden, but the gameplay is surprisingly similar. If you've played any of the Dragonball games on the Super Famicom, this will seem very familiar as well.

Ácclaim has done a good job localizing Psychic Force for the U.S. market. If more companies would take the same approach, U.S. gamers would be benefiting from more of the best Japan has to offer.



### Gamer's EDGE

### Iraining Mode

Psychic Force's Training Mode allows you to get a grip on each character's special move. By pressing Select during the training, you can return to the beginning stance from any area of the board.

The characters will not lose any life here, so you'll be able to try out your special abilities unharmed. The only thing missing here is any control over the computer player.









Gates. The terminator of the group of warriors, Gates isn't too fond of psychics. His arm is equipped with a missile launcher and bazooka that can take out even the fleroest of opponents.



Wendy: Similar to the Wicked Witch of the West, Wendy rides on the wind. Her attacks center around gusts, and her special attack sets off a tornado that throws debris your way.



Burn: The Ryu-type character of the group, Burn has a plethora of projectile attacks and fireballs. His attacks, like his name, are all fire. He will do anything in his power to stop. Keith's mission.



Emilio: An angel with wings, she uses light attacks against her opponents. Special moves include shooting an arrow made of light as well as trapping her foes in a jewel and blasting them out.



Genma: A samurai warrior dressed in ancient.
robes, Genma uses the
power of psychic energy
to attack his enemies.
He uses his chain to produce a devastating bolt
of energy at opponents.



Sonia: Sonia harnesses powerful bursts of energy to attack. Using herpowers, shell give you' shock therapy if you don't dodge or block in time. Her attacks can be very devastating







## WARHAMMER: SHADOW: HORNED RAT

Not More Darned Horned Rats!

ollowing in the footsteps of some of the world's most notorious conquerors, such as Caesar, Alexander The Great and Napoleon, players now have the chance to hone their marauding skills and play the role of a mercenary leader in the comfort of their own home. In SSI's latest strategy and conquest title. Warhammer: Shadow of the Horned Rat, players are given the opportunity to test their cunning and leadership against hordes of mythical creatures in lands filled



with magic and danger around every-comer.

In Warhammer, you play as Morgan Bernhardt, the commander of the Grudgebringer mercenariès and leader of the Grudgebringer Calvary Regiment. Your goal is to earn a king's ransom in gold and



the Mission Start Screen. Here you can browse through reference books depicting the use of magic and describing the enemy troops. You can also keep track of your finances as well as hire new troops

"...test their cunning and leadership against hordes of mythical creatures in lands filled with magic and danger."



Paymaster Dietrich handles all of the monetary Issues.

swell the ranks of your army to become the most powerful and notorious leader in the land. But to get to this giant goal, you must hack your way through many bloody missions offered to you by wealthy patrons who pay you well to do their dirty work for them. Begin your adventure from

to replace the ones defeated in previous battles. However, the only 
places you can replenish 
these troops are in the 
cities where your guide, 
Paymaster Dietrich, informs 
you that they are available. 
Meaning only if a town 
where you are currently at





Look up enemies in the archive to see what you are up against.

has some potential warriors can you hire them. You can also choose a training mission from the general Pre-mission Screen to use as practice for yourself before you go into a serious battle. Useful for beginners, but once you understand the controls, this option is nearly useless.

After the mission is selected, you get the chance to listen to Dietrich's words of advice about the upcoming mission as well as your goals. Once you have had enough of his talk, you proceed to the Mission Screen and look at the battleground before you.



ms .	
RELEASE DATE	DIFFICULTY
Now	Moderate
PUBLISHER	% DONE
Mindsca	pe 95%
THEME PL	AYERS SIZE
Strategy	1 CD-ROM



The conversations between your character and the paymaster are entertaining to say the least. You can get some good into however.







### "...you have no time to waste and must send your troops immediately to fight off the invading hordes."

In some of the missions, you are allowed time before the enemy starts to advance track their location by scrolling around the screen and then to place your troops in the most logical places and formations. In other situations where you are supposed to escort a caravan or such, the mission



begins in a hurry with the word "AMBUSH." In these situations, you have no time to waste and must send your troops immediately to defend off the invading hoards.

Once you start to build a reputation for yourself, you will begin to find many different types of warriors offering their services to you. This will allow you to further your reach of power, and if you so choose, defeat the enemy with the volume of your troops instead of quality. Archers, war machines, general troops and wizards will all be fighting for the chance to serve a great leader such as yourself (if you lead well).

Besides the power of additional troops, you can also add the power of in-combat

### GAMER'S EDGE

In a raging battle, players don't always have the time to spend scrolling around the screen in search of invading troops. Their time is usually soaked up with controlling their own forces which gives: little time for scouting.

One really helpful feature in Warhammer: SotHR is the tracking feature that is wrapped around the outside of the screen. These little icons can show the player exactly where the enemy and their own troops are located with a glance of the eye. The icons move freely around the outer rim of the screen and show

the position of all units on both sides relative to the current view of the player.

The Icons also show a small. representation of the banner of the troop in question, so you can quickly understand what your troops are doing to combat the enemy forces. The best feature about the unit tracking is how you don't even have to be looking at any units on the screen and you can still have a general idea what is going on. As with any feature like this, only with proper practice and continued use can troop locations be quickly apparent to the avid garner



### GAMER'S EDGE

Forged during the War of the Beard. The Armor of the Beard was made specifically for dwarves, it gives no combat advantages except it's added protection.

Game Note: It gives the wear er extra protection from wounds while in combat.

The Dragon Blade was originally just a plain chunk of steel.
After forging it in fire from a red dragon's breath and quenching it in dragon's blood, the sword gained magical powers.
Game Note: One hit from this weapon counts as two in the field of battle.

This dreaded banner carried in front of advancing troops is rumored to cause uncontrollable fear in the enemies facing it. The Dread Banner is woven with potent spells of fear in its very fabric

Game Note: Regiments carrying this banner cause fear in the enemy, increasing the chance of them fleeing in battle. They also are immune to fear themselves. Inscribed magically with many distracting patterns, the Shield of Photos magically distorts missile attacks sending the projectiles off of their original course. Game Note: Any character using the Shield of Photos is basically safe from missile attacks, bows, crossbows, wair machines and any other device that launches projectiles.







Committee of the second of the committee of the second of







seasonal differences are also taken into account in Warhammer. Search through darkness and snowy territory for the elusive enemy.







destruction down in front of your marguding troops.

In combat, day and night is taken into account, reflecting the darkness of the land into the battlefield. Ambush situations make a world of difference—it is a lot more difficult to see the enemy troops as they mount their attack. And finding magical items in the

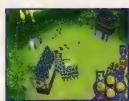


While in battle, you can pull up the map to check your progress.

dark is a near impossibility. Graphically, Warhammer: Shadow of the Horned Rat is really good for the game and story depth that the title tries to bring across to players. The larger graphics, such as the villages and the surrounding lands, are fairly detailed. This carries true even to the smaller graphics in the troops and the enemy units. The littering of corpses and the flocking of scavenger birds over their rotting flesh are even seen in high detail as the battle continues somewhere else on the screen. Screen refresh rate is also acceptable. But because

### "...the foundation for all the strategybased excitement is found in the play."





## GRBHOW GHOW! ATUE MINIM The state of the s noose from Race in either direction on 5 different tracks Includes original Pikes Pask Hill Climb 12 different camera angles Build and design your own tracks using the first-of-it's-kind track editor Design your own car, tires, suspension, color and more! 1 or 2 player action

The Banner of Wrath is one of the most feared (and most desired) items in the game. It: has been infused with great power and can lash the enemy with bolts of pure energy from

the mighty symbol. Game Note: When the player so wishes, a powerful lightning bolt will strike out from the banner and strike the first. unit in its path.

> 6 Drath anner of

Few wizards can withstand the touch of Amber magic. It's like a chilly wind that freezes the very marrow of your bones and drives away reason. It is the magic of wild places and bestial minds. Game Note: The Five Spells are:

- The Flying Bower
   Hunting Spear
- 3. The Flock of Doorn
- 4. The Curse of Anraheir
- Tangling Thom



3. The Burning Hand 4. Conflagration of Doom

5. Flamestorm



Represented by the color blue. Celestial wizards draw their power from the Cornet of Power. In battle, Celestial Wizards command the power of the heavens, calling down lightning and savage winds against their foes. Game Note: The Four Spells are:

Azure Blade 2. Lightning

3. Wind Blast

4. Storm of Sherntek

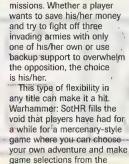






### Béfore a mission you can select

the number of troops you want. troops in the optimal place to defend against their advances. But even if you happen to make an improper movement that causes you to falter a little in your mission, you have the option of continuing on to the next mission and accepting the consequences or you can load your previously saved game (from the memory card)



point of your character.

and the outcome of the









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## PERSONA

### Release Your Inner Self

wo issues back EGM had a preview version of Persona and was able to give readers some info even though the version featured was entirely in Japanese. As talented as we can be, we weren't able to get a full translation before press time. We recently received a new version of the game and are happy to announce that it's just about done and better yet, it's in English.

The main thing that's different about the recent version Atlus sent to EGM is the language used in the game. No graphic elements have been changed from last month, but now we'll be able to get further into the game with shots that really show what the game is about.



Orchestrated music has been added along with some realistic sound effects that create a great atmosphere. When gamers walk through the school, they hear fellow students in the background and the sound of their feet clicking on the tile floor. The music inside the school is bouncy and happy, while the music in a dungeon is more dramatic.

In case readers didn't catch the early Next Wave on



Persona in issue #88, here's a quick overview of the story line: An evil corporation that has recently moved into town is working on a dimensional portal that'll allow people to travel to and from other dimensions.

Unfortunately the corporation's motives are evil, and the VP of the corporation, Guido, doesn't want anyone to interfere. A group of teens (the main characters of the game) from the town eventually find



out that their young friend Mary is in trouble. It's their job to save her and the town maybe even the world—since demons have made their way through the portal.

Gamers have had the opportunity of playing many different RPGs in their video game lives. Some come along that have something special (games like Final Fantasy, Chrono Trigger and Lunar to name a few). Persona is something that EGM doesn't see all

### Gamer's Edge

Like many RPGs out there that have mini-games within the actual games. Persona comes through with an area that has some casino games. They

include Poker. Slot Machines and others. Money can be traded in for coins so the games can be played. Big money can be won with some skill and a lot of luck. Check the pictures for the games included in the Casino Room.





CASINO GAMES

Gamer's Edge

Persona features the magic power known as Persona (hence the name). These Persona are versions of the character that are hidden inside of them. They can be released and used to heal the party or destroy the enemy. Each character has his or her own special Persona. As levels are gained, new Personas become available. Gamers can find the Velvet Room which is used to combine two Personas to make a new one. This way, the types of Persona that a player can have are large.



### "A group of teens...find out that their young friend is in trouble...it's their job to help save her and the town..."



that often. Gamers who are familiar with Earthbound on the Super NES know about RPGs that take place in the present. Persona is similar in this aspect.

The characters of the game walk around in an average, everyday city doing average, everyday things—that is, until the demons came along and learned about their special magic abilities.

There is a large amount of characters to meet in the game. Some are members of the party while others are townspeople. Of course, players will meet enemies throughout the adventure.

players will meet enemies throughout the adventure.		
RELEASE DATE	DIFFICULTY	
Now	Hard	
PUBLISHER	% DONE	
Atlus	100%	
THE REEL PROPERTY.	CEDE CIPE	

CD-ROM



Persona features tons of enemies of all shapes and size



Guido, the aforementioned leader of the dimensional chaos, knows what he is doing is evil, but he doesn't really care—after all. he *is* evil.

As mentioned in the Persona Next Wave a couple of months ago, the game is part of the Megami Tensai series, a popular RPG series in Japan. This will be the first time any game from that series has come to U.S. shores. The main reason for this, according to Atlus software, are the demonic/satanic overtones.

Gamers who want





something different in an RPG should check out Persona when it hits store shelves. It has an incredible amount of options and a story line that makes you want to keep playing from beginning to end.



One way to get out of battling with an enemy is to talk your way out. Be careful, it could turn ugly if you say the wrong thing!

### Gamer's EDGE

### Characters

The game features a huge cast of characters. Some are friends while others are enemies. Look for characters that make multiple appearances in the game. Here are some of the main characters along with others who aren't quite "main" but are worth mentioning for one reason or another.

















# FANTASY VII

Finally The Fantasy Continues

quare has been giving game players some of the finest some of the finest for—another for—anothe

role-playing games chapter in the Final ever created for vears. Final Fantasy III Fantasy saga. on the Super NES sold really Game well for Square, and it continplayers have ues to be one of the best been able to games ever made for that sysexperience a tem. With the advent of 32-Bit, small portion of the game

Square has jumped ship from Nintendo's wing and started making games for Sony's PlayStation. Following up their success with Tobal No. 1, Square finally delivers what

follows is a preview of the type of gameplay and

graphic flair that gives only a taste of what's to come.

Cloud

Final Fantasy VII fills three CDs with some of the best adventure gameplay ever seen on the PlayStation. Originally, Square planned the game to fit on two CDs, but realized halfway through development that the game was getting too big and in order to make it the best game that it could be, they'd need to add a third disc. So in late September, Square announced that they



Cloud runs to assist the Avalanche team.

544' 572 30' SPECIAL TINE agic 499' 409 121' 409' 516 57' 8

RELEASE DATE DIFFICULTY

2nd Qtr. '97 Moderate

PUBLISHER % DONE

Square 25%

THEME PLAYERS SIZE

RPG 1 CD-ROM

were delaying the release of the game by a month to make sure that the title lives up to gamers' expectations.

The demo begins with our hero, Cloud, joining the Avalanche team to blow up the Makora plant. You must make your way into the plant and set the bomb that will destroy the plant and bring an end to the government's tyrannical reign of terror over the population.

The music in the final game will be over 100 tracks composed by Nobuo Uematsu. If



When Aeris summons Leviathan, its attack is graphically stunning and inflicts a lot of damage on the enemy party.



When the bornb is set, enemy forces attack with big guns.

the music from the demo is any indication, the soundtrack will be amazing.

The graphics in Final Fantasy VII are amazing. Computer-rendered graphics that are superbly detailed complement the game's dark, futuristic look. The characters are made up of 3-D textured polygons, but still have a hand-drawn look that is important in continuing the heritage of the Final Fantasy series. Tetsuya Nomura can be credited for bringing the characters successfully into a polygon world. During the



The battlefield looks similar to that of previous FF games.

scene, the camera pans into a scene of the Makoro factory. The camera then zooms down into the center where the train station is located, and the Avalanche team begins their mission.

The ATB (Active Time Battle) system that Square has used in Final Fantasy VI (our III) and Japan's Final Fantasy V looks almost identical to that of previous games. Some improvements have been made, including a "special" meter which, when full, allows the characters to pull off supercharged attacks.







# "As the Japanese release date nears, anticipation of this awesome game grows each day."

intro, you follow a peasant girl from a darkened alley into the streets. From this simple



Also new is a "Summon" command which brings special creatures to life to pull off





graphically impressive and devastating specials.

Set the bomb, and successfully escape from the Shinra Makoro plant and the demo is over. A fantastic way to end just a small sampling of what's to come. As the Jan. 31 Japanese release date nears, anticipation of this game grows. U.S. gamers will be playing FF7 this year.

### GAMER'S EDGE

The Special Attack meter fills up during battles and allows each character to pull off a super special move that racks up some devastating damage on the enemy's party.

It is yet to be determined exactly what affects the meter's rise, but this new option will add to the game's already incredibly fantastic interface.

In the demo, Cloud has two special attacks available to him. This opens up the possibility that characters can learn new ways of attacking throughout the course of the game.



A message will appear when special attacks are open.



Cloud's Cross Slash is one of his many specials!





# DISCWORLD Adventure, Magic and Sarcasm

n the thriving metropolis of Ankh-Morpork, someone has planted a bomb. Fortunately, there are plenty of people who know how to diffuse it. The problem is: Of everyone capable, the dumfounded mage Rincewind is the first at the scene. Needless to say, Rincewind's efforts didn't really work out and the resulting explosion leveled a portion of the city. Besides the obvious effect. the explosion





RELEASE DATE DIFFICULTY March Moderate PUBLISHER % DONE Psygnosis 60% SIZE Adventure CD-ROM



has had a disastrous effect on Death himself.

Since the disaster. Death has disappeared and the dead haven't been collected like they normally were when they passed on. Many have become bored at their own funerals and have wandered off because Death has not been doing his job. When Windle Poons, the Unseen University's oldest wizard, fails to pass away quietly, the Arch Chancellor decides to perform the rite to summon death.

Rincewind finds himself caught in the mix to acquire the components of the spell. Using his ever-present sharpened sarcasm and his faithful

walking luggage, he must do the impossible for a half-wit magician.

Without going much further into the plot, let's just say that some bizarre events start to unfold which place Rincewind into the role as Death where the fun and surprises never stop.



Of course, there is the usual mb of monsters to find in DW2.



Players of the genre will love the constantly changing views that this type of point-and-click adventure game takes you to.



In Psygnosis' latest pointand-click adventure title Discworld 2: Mortality Bytesl players can once again fall head over heels into the demented life of the nearly fallen magician Rincewind. also hinder their progress throughout the game. The key to getting anywhere in the title is to coax the NPCs that are willing to help you with Rincewind's sly tongue (coming once again from Monty Python star, Eric Idle). There will also be a number of characters to interact with that will seem to want to do nothing more than cause you trouble in your quests. But no matter what you are or are not getting from them, the experience of dealing with them is bound to be hilarious.



A queen and servants... Rincewind is really in trouble.

Graphically the title seems to be on par with the previous release, bringing sharp visuals of all the interesting places and characters. And although the graphics are a high point, the best feature of all is the amount of humor that will have players in stitches as they walk in the shoes of Rincewind.

Considering the first Discworld really caught a lot of gamers by surprise with great fun and a plot that snawned laughs, the second release really has a lot to live up to. But with what we have seen so far. players are in store for another classic Psygnosis sequel where the designer's only goal is to make it better than its predecessor. It's a simple concept but hard to execute on a title as good as Discworld.

### Gamer's EDGE



The fun of any point-andclick adventure game is contained in the locales where the plot allows you to go. And Discworld 2 is a perfect example of this. It allows you to explore many different places that include the fabled continent of XXX and exotic places such as

Djeli Beybi and Holy Wood.
Because Discworld 2 is
also non-linear, you can go to
places and even return if you
have missed an important
item or clue, or just to talk to
the inhabitants. It's a thrill to,
go to each successive
screen, and the game neverfails to impress beginning
players with the outstanding
art and cartoony characters.







Holy Wood has its share of parodies with characters.

# "...players must explore the landscape and find vital clues that will help unravel the mystery at hand."

Using the wits and the humorous attitude of the bumbling wizard and his trusted companion/chest, players must explore the landscape and find vital clues that will help unravel the mystery at hand.

In the adventure, players will come across many NPCs that will be both helpful and



That horse is too perfect to have anything to do with Rincewind.





### **Enter The Future Of Competitive Sports**

e've seen plenty of sports games get translated to the video screen. Between all of the football, basketball, hockey and baseball games, it would seem that all the bases have been covered. so to speak.

Still, there's a lingering sense that something is missing. What about that arenastyle sport where players must lob a glowing ball into a hovering goal? When does that game get its due? Okay, there may not actually be a game like

that in real life, but with video games, you can do anything.

Enter the Professional Underground League of Pain (or P.U.L.P. for short), Psyanosis' twist on the typical sports game. P.U.L.P. combines elements of hockey, football and basketball into a totally unique sport set in a futuristic arena.

A P.U.L.P. team consists of six players. Of these six, only four are in play at once. The other two sit on the sidelines and are there if substitutions are needed. Each of the layers has his own individual statistics, which vary in such



Oh, the humanity! The blimp view lets you watch from above.

If the ball is not charged, the goal will automatically block it.

attributes as accuracy, power, speed and stamina.

There are three modes of play to choose from in P.U.L.P. There is a Friendly Mode if you are just looking for a single. quick game and the League Mode is where you play out an entire season of the sport. Perhaps the biggest mode of them all is the Tournament Mode. This is where you play a series of games against other teams, in a step ladderstyle tournament. The winners of a pair of games play against

each other and so on until one team bests all the others. In Tournament Mode, you can adjust the number of rounds, and, depending on the number of rounds, you can have up to 16 players controlling teams competing in the tournament. Like any good sports game, you can play against the computer, or, what is generally more fun, a human opponent.

No matter what mode you play in, the basic rules of the game remain the same. An entire match is divided into two five-minute halves. The game ball is a sphere of energy that needs to be "charged"



Before the match, you watch as the players take to the arena.



RELEASE DATE DIFFICULTY February Moderate PUBLISHER % DONE 90% Psygnosis THEME PLAYERS Sports 1-8 CD-ROM



Once you gain possession of the ball, truck down court to charge up the ball in the charger. Then, head straight for the goal and put 'er inl

# Gamer's EDGE

While playing P.U.L.P. remember to take advantage of the many camera angles available to you. There are a whopping 22 camera angles from which you can watch the action. The angles range from cameras that are locked in one place that zoom in and out to cameras that follow the action to bilmp' views that give a bird's-eye view of the game. You can set the camera angle before the game even begins, or you can adjust it during the match if you need a better view of the proceedings. Some camera angles work great, while others seem more than useless. Experiment to get the best view.















## "...feel free to check and punch and do whatever..."

before it can be thrown into the goal that hovers in the center of the court over the players' heads.

Charging the ball is actually quite easy. When you gain possession of the ball, you must run to the opposite end of the court and hold it near the ball charger for two seconds. After that, you are free to shoot it. If you lose possession of the ball and the other team gets it, they must charge it up again.

During gameplay, you can do just about anything to get the ball from the opposing team. That's right. In P.U.L.P., there are no fouls, so feel free to check and punch and do whatever you need to get the ball in your hands.

After you've had enough of the 16 teams in the game, there is a Team Edit Mode where you can create your crew of sports combatants.

Overall, P.U.L.P. has a dark, gritty feel that complements the style of game that it is. The graphics are excellent with the ball being the most impressive element. Seeing the glowing mass bounce off the walls, lighting up the court as it



Like all sports games, when you score a goal, there's a celebration. You can even sound off airhorns with the shoulder buttons.

moves is an effect you have to see to appreciate. If you've been looking for a sports game that's unlike any you have seen before, Professional Underground League of Pain may be for you. ■

### Gamer's Edge

One of the better features in PULLP, is the Team Edit Mode. This gives you a chance to create your own team of six super athletes with the attributes you want them to have. You can change the name of the team manager and each of the players, so you can have you and your friends competing for real. Player attributes (accuracy, power, speed and stamina) can be changed at will. There is a separate team power meter that fills up when you lower individual player's meters and lowers when you raise the player's stats. With careful handling of the meters, you can create a perfectly bal-





# PROJECT X2

More Than Monkeys Flying Fighter Planes
roject X2 is one of soon jumping on board a

the few entries in the space-shooter genre that has appeared on the 32-Bit system. Ocean and Team 17 have put together the sequel to their Amiga hit on the PlayStation.

When first looking at the game, it seems as those it's going to be a WipeOut-esque driving and shooting game.

The opening cinema has the main character speeding through the streets of a futuristic city. Looks are deceiving though, as you're

soon jumping on board a spaceship and blasting off into the stratosphere to save the galaxy.

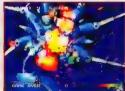
The graphics in Project X2 are amazing. CG-rendered ships, enemies and back-grounds all appear on the screen and rotate around with no slowdown whatsoever. Even in Two-player Mode, the game withstands massive firepower and dozens of explosions on screen without a problem. At first glance, players might mistake the graphics for those of another CG rendered shooter that appeared



Rows of enemies like this can be bad for your health.

early on in the Jaguar's life, Trevor McFur in the Crescent Galaxy. Don't mistake PX2 for Trevor's drab, zero parallax scrolling world, though. PX2's graphics are rich in detail, with enough parallax to keep anyone happy. While dodging in and out of asteroid belts, the screen zooms in and out between two playing fields.

PX2's gameplay isn't quite as good as the graphics. The levels are long, but not long enough to develop a level of challenge that matches the game. Enemies take up a lot of space on the screen and aren't that easy to destroy. Some enemies take a large



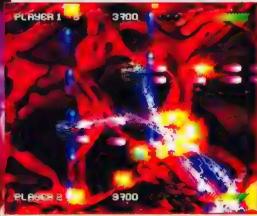
Bosses fill up the entire screen with explosions.

number of hits before being destroyed, making rows of enemies impossible to pass. At times, it's better to avoid enemies altogether than to engage them in combat. Enemy fire is small, and sometimes way too light to be seen clearly with the amount of action on the screen. Some enemy fire can be destroyed by shooting it down, but others are impervious to attacks or need to be hit more than once to be destroyed.

Classic shooters like Gradius, R-Type and Gaiares used more strategy in their gameplay. With Project X2, all you have to do is keep your







With two players, it's difficult to tell where enemies are because of the massive graphic effects.





with enemies taking five hits or more from powered-up weapons. When killed, you are allowed to keep the weapons you collected before you died, but it doesn't seem to help that much. When two players are playing, fully powered up, the effects on

# Name of the



graphics, and a huge amount of objects on screen with not even a hint of slowdown. The gameplay is a little bit loose and could use an injection of strategy. If what you're looking for is nonstop mindless shooting action, PX2 delivers a graphical tour de force.

### Gamer's EDGE

The ships in Project X2 have small differences in them that can mean life or death during gameplay. Learn which ship is best for you in terms of power and speed, then blast off and take on the galaxyl



XSOI: The middle of the road battle cruiser—The OI has medium performance in both speed and power level. This is the best ship for shooting veterans to use.



XSO2: The sloth of the ships, the O2 doesn't have quite the speed to dodge fast-paced enemies. This is the ship for more advanced players to use after having finished the game once.



XSO3: Fast and less powerful, the XSO3 can dodge enemies and obstacles like nothing else in the galaxy. If you're quick with your movements and can dodge the worst of enemy fire, this is for you.

love:	145-00
RELEASE DATE	DIFFICULTY
Now	Hard
PUBLISHER	% DONE
Acclaim	95%
THEME PLAY	ERS SIZE
Shooter 1 or	2 CD-ROM

# "...it's better to avoid enemies altogether than to engage them in combat."

finger on the Fire button. It's a good thing that your fighter can take more than one hit before dying. Keep an eye on your life bar at the right-hand side of the screen. Running into solid background objects will kill you instantly like in most shooters.

The power-ups available are graphically intense. Their bark isn't as big as their bite,





PX2 has both horizontal and vertical shooting action.

the screen block out the action so that it's difficult to see where you're headed.

The game's Bosses are huge and beautifully detailed. The only drawback is that the explosions and fire on-screen is distracting to the strategy of destroying the Boss.

Project X2 has great





Deadly enemy ships swarm around your ship similar to the game Space Invaders.



# ER

### **Get Caught In The Crossfire**

trategy game fans will surely remember countless hours spent hacking away at Panzer General.

Those who enjoyed that game will want to check out its sequel, Allied General for more of the best in strategy gameplay. One or two players duke it out in a war for supreme domination of Europe and Northern Africa.

The interface of the game takes some getting used to, but once you have gone through one or two missions in a campaign and gotten a



feel for the control, you'll be beating enemy forces left and right. Much of the game is menu-driven, with two sides duking it out on a hexagonal map. The armies are spread over the map, positioned and ready for battle.

Difficulty can be set so



beginners and the most experienced player can equally enjoy the game. For those hardcore strategy enthusiasts, it's possible to set an Enhanced Al Mode so that the challenge is super high.

Battles are mostly preset so that you've landed on the beach or are set to move forward. Some scenarios require that you manually place troops on the ground. In the first



When entering a battle, the





screen zooms in on the action.

Since Artillery does the most amount of damage, utilize it first in a battle. This will wear down the Axis' forces enough so that attacking with tanks and ground troops finishes them. off or depletes them enough to not be a problem. The projected losses are not always correct. In fact, your may take out more of your opponent's forces than

originally predicted.

When in a battle where your troops have been depleted to such a level that you may not be able to continue, use a turn to build them back up. Buying Elite Replacements means that you don't have to decrease the experience level of your forces. Although it's more expensive than buying regular replacements, it's better in the end.





ected Losses

This close to victory, it's essential to keep a cool head. Use your artillery to take out the forces surrounding Benghazi.







FMV accompanies gameplay, introducing each mission.

your troops ready and experienced enough and armed to inflict damage on the encampment. Attack with tanks first, ground troops next and Artillery in the back. Artillery inflicts the most amount of damage to the enemy more frequently than any of the others. Ground troops are usually left with the task of finishing off an opponent's forces once they have been worn down by tank fire.

The graphics aren't the most amazing thing you'll find on a 32-Bit system, but the

### Gamer's EDGE

Purchasing extra forces to help your cause is crucial to victory in many battles. Use the Prestige Points that you have collected throughout the course of the game to buy extra supplies and ammo. Be cautious, because in later battles you can actually lose Prestige to your enemy.

Remember when purchasing new forces that they must be placed in the vicinity of a city that you have already seized. So if you're far away from your home base and need immediate help, any new tanks that you buy won't be usable until they are able to move to the battle.



RELEASE DATE	DIFFICULTY
Now	Hard
PUBLISHER	% DONE
SSI	100%
THEME PLA	YERS SIZE
Strategy	1 CD-ROM

# "Winning a battle gains your side experience and prestige with which to build up your army."

from mission to mission, depending on the difficulty.

In Campaign Mode, you can choose to play as an American, British or Soviet General. Allied General also features a Scenario Mode which has about 35 different challenges, a few of which historically never occurred. All of them take place during World War II on the European and African front. One or two players can play a scenario, battling it out for military superiority.

To buy arms and upgrade your armies, you use the game's form of currency—Prestige Points. Winning a battle gains your side experience and prestige with which to build up your army.



Moving ground forces around is key if you want to be able to take over Benghazi quickly. Tanks and troops can move great distances very quickly, while Artillery must be transported to the action. Normally Artillery moves only one square in each direction,



while with the help of a transport it can move approximately the same distance as a tank.

The landscape around each battle plays a role in which side emerges victorious. Troops hiding in the mountains or entrenched can inflict damage on ground troops attacking from a lower position. When you reach Benghazi in the first campaign, it is important to have

graphics aren't what Allied General is about. SSI's Allied General brings the second game in the five star series home. If you are into strategy gaming, Allied General packs a lot of challenge, action and intrigue into an affordable package.



The computer notifies you of the expected losses on both sides before you choose to attack. If it's too big a price, don't attack.



### SAMURAI SHODOWN IV

### Be Outta Here By Sun Up, You Crazy Samurai

owdy, partner!
There's a special something happenin' when a bunch of samurais get together to do some country darich'...er, wait a second. It's Shodown, not hoedown. Samurai Shodown IV makes its debut to do some slashing

at the arcade (or Neo•Geo).
Gamers may be familiar
with the other versions of
Samurai Shodown that have
been on the Neo•Geo as
well as on almost every
console system.

Samurai Shodown IV introduces some new characters as well as returning characters from Samurai Land II. Tam-Tam and others are in this fourth installment, even though they weren't in Shodown III. This time, the game features over 15 characters, each with his/her own special moves and techniques. (Check the sidebar for more info.) Each of the characters has his/her own look-the pictures in the sidebar only show their faces, but the pics elsewhere show the cool look that the characters have.

When choosing a character, a gamer has the option to fight with one of two

techniques. By choosing Bust technique over Slash, a player will find that the character has different moves. The different techniques also separate the characters into good and evil. These techniques also give the characters a few different moves.

A player can also choose different battle classes: Upper, Medium and Beginner. These merely adjust the difficulty of the game for that character.

The moves in the game are plenty—most being fire-ball-type motions (Down, Down Right, Forward+button) while others are very difficult. There are also special commands for other moves that can only be executed when







### Shodown IV is no adventure game, but it does have a map.

in "Pow" Mode, similar to a super combo.

The graphics in SS4 are great-looking. The characters are in full battle garb (whether they're a ninja, a samurai or a swordsperson). By pressing the B button on the Character Selection Screen, a player can change the color of the character's outfit.

The backdrops also change while playing. For example, when the time limit gets close to zero, the background will change from a nighttime forest scene into a dismal rain scene. Also, when a character's "Pow" bar reaches its peak and is activated, the backdrop becomes a giant symbol—some are giant skulls





indication that someone has just used the





No one ever said that a slash to the chest was a good thing.

nothing but a black void.

Other neat features include the animal friends that also appeared in previous versions (no, they can't be killed) and the button-tapping excitement when two swords lock—

### Gamer's EDGE



The main difference between the two different techniques is a good character versus an evil character. Notice that the Slash version of Galford has his dog. Poppy, whereas the Bust version of him (the evil one) doesn't sport the pooch during battle. Also the bird-lover. Nakoruru, drops her feathered friend for Galford's toothy wolf for

at least a version of his wolf).
Some of the moves differ between the two techniques as well. Usually no more than three or four moves are different between the modes. Experiment to find what character works better with Bust or Slash.



### "Like Samurai Shodowns of the past, this one has...sliced bodies and chest wounds that seem to bleed for hours."

while others are pentagramtype designs.

The game's music and sound effects add quite a bit to the gameplay. There's nothing like the sound of a sword slash going through an enemy when they've been wiping up the floor with the gamer's character. The music is standard Samurai music, which isn't a bad thing by any means.

By executing different moves, players can get some mean combo action going as they're put up against some tough opponents. The sword expert, Charolette, has gotten up to 32 slashes during one combo situation. This can cause some major damage. All of them look cool, but some aren't all that powerful

Like the Samurai Shodowns of the past, this one has the fatal moves that can't be found in many other places. Sure, some games boast head-exploding fatalities, but Samurai Shodown has diagonally sliced bodies and chest wounds that seem to bleed for hours. Gamers may wonder, though, why the insides of the characters are

whoever taps faster will end up keeping their weapon. Whoever doesn't will lose their weapon until they retrieve it.

By the way, Samurai IV doesn't have anything to do with country dancing—let's be thankful.



### GAMER'S EDGE

There are a few combo moves that do require more than one button tap, but usually a three-, four- or five-hitter shouldn't be much of a problem with any of the sword toting characters. The key is to find the move that gives the most hits and then do that same move when the character is powered up.

When pow'ed up, a character will usually double or triple the amount of hits they can dish out in a combo. As mentioned in the body text, some characters can give major hits ( up to 30 or more). Another way to find combos is to just mess

around with different button taps and fireballs moves. Keep an eye out for special moves that pop up on the screen dury ing play.

Also look in upcoming issues of EGM<sup>2</sup> for a blowout strategy guide of Samurai Shodown IV.





Charge up and do some special moves to dish out some major dame. And to think, the "Pow" meter hasn't even been activated yet!









## RE-LOADED

Load Up Again And Again
he first Loaded better than the first. The copy

became an instant classic on the PlayStation. Tons of action, bloody mayhem and enough blasting to keep any gamer happy for a long time. Interplay and Gremlin have teamed up once again to create a sequel to their smash hit—Re-Loaded.

It's not unlike the first game in that it has plenty of shooting action. The main differ ence, though, is that this time there are some new faces. The interface has also been cleaned up and the control looks to be a bit

better than the first. The copy EGM received is still early, and only one level was playable so far. The enemies are now made up of seemingly nude monsters running around.

The futuristic wasteland that will make up the first level of gameplay is graphically not as impressive as the first game's levels at first glance. The land-scape doesn't have very much variety other than hills that must be climbed over as well as a maze of pathways and crossings. During the first level, your mission (should you choose to accept it) is to collect three objects and return



them to their owner, who will then allow you to pass over his bridge.

Control is very important in a game of this type. With enemies coming at you from all sides, it's important to be able to shoot in all directions quickly. An analog controller would help in this case, but the PlayStation controller works fairly well for right now. The only problem is that sometimes enemies attack you before you can turn around and shoot at them.

The addition of a few new characters helps the game out.



Old friends come back to cause more carnage. Re-Loaded stars Cap N Hands, Butch, Mama. The Consumer, Bounca and Sister Magpie. Each of the characters has his or her own opening presented with CG-rendered graphics.

The music is a combo

004	1 (120)
RELEASE DATE	DIFFICULTY
December 1	Moderate
PUBLISHER	% DONE
Interplay	90%
THEME PLAY	ERS SIZE
Action lor	2 CD-ROM



Don't blast this guitar-toting free spirit! He's got the key to the next level, and maybe if you gather some goodies, he'll let you pass.



Blood spatterin' fun awaits all who are worthy to reload.



Sister Magple unleashes her special of mass destruction.





# to be better than the original.

platter of heavy-metal guitar riffs, which is to be expected in a game like this. A handy Two-player Mode increases the amount of action as you and a friend go head to head in a deathmatch to the finish.

Even at this early stage, Re-Loaded looks like it has the potential to be better than the original. We'll pass more info your way in the coming months on this Loaded sequel.

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### Kickboxing, Sport Of The Future

hen you think of fighting games, the sport of kickboxing probably doesn't come up right away. XING Entertainment has remedied this by providing kickboxing fans with an accurate, enjoyable simulation of the sport.

The first thing you'll notice about K-1 is that it has real kickboxing champions. Once you work your way through the game, you are treated to an ending that shows how the game was made. From the looks of it, you wouldn't want to fight these guvs for real!



The amount of options in K-1 is unbelievable. In Oneplayer Mode, fight to the top. Once you've won the Championship, the Master will come out of hiding to fight you. There's a Two-player Vs. Mode, Tournament Mode (up to eight players) and a Team Battle, where each player





### ...you wouldn't want to fight them for real!"

picks three fighters and then dukes it out, tag-team style.

As if that wasn't enough, K-1 utilizes a new Al Mode, in which you can create a new fighter and train him. The computer analyzes each attack and "teaches" your computerized fighter to counter them. After training your fighter, you can save the information on the PlayStation's memory card. You can then set up a battle between the fighter you trained and a friend's champ. The graphics are the standard fare of polygons. There is an option to turn on extra details, which add to the number of polygons displayed. Kickboxing comes to the console systems in style!





### Jamer's Ec Polygons, Polygons

K-I has an option to enhance the graphics on each fighter. Turning on the "Extra" Mode in the Options Screen adds polygons to each character and also adds detail.









Contest Rules 1. No Purchase Necessary: To enter, name, address, and phone number to "Tomb Raider Contest," 303 Sacramento Street, San Francisco, CA 94111, No necessary to enter. One entry per house hold. All entries must be handwritten. Mechanically reproduced entries will not by Feb. 1, 1997. All entries become exclusive property of Eidos Interactive (Sponsor) and will not be acknowledged asponsibility for lost, mutilated, late illegible, incomplete, postage-due or misdirected entries. Only one prize per family, organization or household. 2. Prizes: 1 Grand Prize: Grand Prize winner will receive one (1) Leather jacket, three (3) video games, one (1) back pack and one (1) poster. Grand Prize has an approximate retail value of \$700.00. 5 First Prizes: First Prize wigners will receive three (3) video games one (1) back pack and one (1) poster. First Prize has an approximate intail value of \$300.00. 15 Second Prizes: Second Prize winners will receive one (1) poster. Second Prize has an approxi mate retail value of \$5.00. Winners will from all valid entries by Sponsor whose decisions are final. Drawing to be held. on or about Feb. 15, 1997. All prizes wil be awarded. All other prize winners will be notified by mail. Prize(s) are nontransferable. No substitutions of prize(s) are allowed, except at the option of Sponsor should the featured prize(s)

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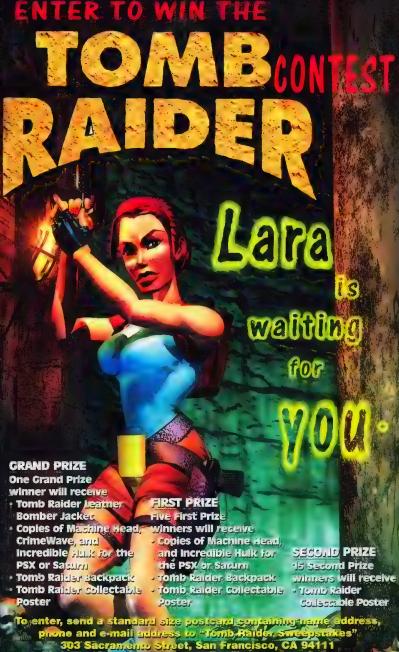
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5. Winners List: For a list of winners, send a stamped, self-addressed envelope to "Tomb Raider Contest Winners List," 303 Sacramento Street, San Francisco, CA 94111. Requests for winners lists must be received by March 17997. Allow 4 weeks for delivery of wiriners list.

6. Restrictions: Void where prohibited of restricted by law. All federal, state and local regulations apply.

PlayStation

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CIDOS INTERALLIVE HIN PLINE: 1-900-77-EIDOS of Sal S0.95/minute/Must be 18 years or have Parent's Permission fourth-Tone Phone Required.

# TAM EGM SPORTS

### NBA LIVE ROCKS THE HOUSE AT CEDRIC CEBALLOS' CRIB, AND WE WERE THERE



his month in Team EGM, we're checking in on some hot new titles due to slam. onto the sports gaming scene First off is FIFA 97, the new-andimproved version of EA's successful soccer franchise. Next, we try to hook a lunker with Hot-B's Big Bass World Championship. Then, we take a look at Williams' arcade-style hockey game. Open Ice. Since it's based in the suburbs of Chicago, we would be remiss in not paying tribute to hometown hero Michael Jordan's new game, Space Jam. Developed by Acclaim, this title loosely follows the movie's story line, and features a number of Warner Bros. characters as well as His Airness. Finally, we take an exclusive look at Virgin's exciting new baseball game, Grand Slam Baseball. This one looks like it might turn quite a few heads.

Also included this month is coverage of the EA Sports NBA Live 97 House

Party held at the home of Los Angeles Laker star Cedric Ceballos. Cedric was kind enough to welcome EA and Team EGM roving reporter Kelly Rickards, into his home with a number of basketball players, media and Hollywood celebrities including the actor who plays Steve Urkel. They all had a grand time. We spoke with Cedric about NBA Live 97, as well as the event as a whole.

In keeping with last month's issue our Box Scores are twice as large as usual. This issue, we feature some of the most eagerly anticipated games for the PlayStation, the Saturn and the N64. Included is ASC's TNN Motorsports Hardcore 4x4 for the Saturn. This game, with its four-wheel independent suspension, is one of the most realistic racing titles released.

We also have a peek at the long-awaited racing game for the PlayStation, Jet Moto. This one could give WaveRace 64 a run for its money. Of course, it can't compete with the graphics-processing power of the N64, but the track design makes the game every bit as exciting in our opinion.

Also included are a pair of basketball games in a similar vein. We take a look at what Williams did with NBA Hang Time for the Nintendo 64 and go behind the scenes to see what Acclaim did with NBA Jam Extreme.

There's even more sports excitement featured inside, so take a look and see for yourself. One other point of interest: You, faithful reader, may see some changes in Team EGM in the coming months, but never fear: EGM will continue to bring you the

hottest and most anticipated titles, with honest reviews and in-depth previews. That's just what we do. It's not rocket science, it's just good, old-fashioned hard work and coming off of the ball quickly is something we've come to do to keep you sports gamers informed.

### The Leonang

### PREVIEWS

- FIFA 97
- BIG BASS WORLD CHAMPIONSHIP
- OPEN ICE
- SPACE JAM
- GRAND SLAM BASEBALL

### BOX SCORES

- . HARDCORE 4x4
- JET MOTO
- 2 EXTREME
- IN THE ZONE 2
- STREET RACEN
- 🖁 NBA HANG TIME
- NBA JAM EXTREME
   MOTOR TOON GRAND PRIX.

### INTERVIEW

CEDRIC CEBALLOS EA SPORTS
NBA LIVE 97 HOUSE PARTY

### QUICE SHOTS



Dakar will give PS owners offroad racing similar to Sega Rally.



Virtual Pool will turn your living room into a virtual pool hall.



Actus' Peak
Performance will
give players a
chance to race a
number of interesting vehicles.

A bungs their spaces tranchise to a whole new level of realism









since Electrona Arts released the first FFA title for the Sees nesis and the hoper NES, it has been the yardstick by which are second involved which we will have a sund. Players were wow FIFA's stunning player an nation, technical accuracy a salistic sound effects, includno samples crowd chams that may captured the emotion or ine world's most popular sort as no other simulation

Sectionic Area na imple rebuilt their already excelle-soccer engine for the long-varied PlayStation version FIFA 37. As in previous billinents, ETFA 97 testuri-al teams, uniforms and players from around the some EA used their nates... Motion Stending method of scor capture to animate i curately rendered down
as numbers on their enseys
taxels wall perform a number
of authentic movements





siding tackles and just about any other move you might find in the game the English affect nonately refer to as "footbal"

Many sports games are oclusing both Simulation and Arcase Modes of play in oreto appeal to a wider range of sports games. FIFA 97 is no exception. In addition to the hadditional Simulation Mode FIFA 97 has a new High SoMode that frames an adrenaline charged, areas style of play for

gamets wanth:

Quick soccer b.

When the power of
the previous FIFA
turn some heads on the
surgin of its name also But you can be sure that the folks at EA will not be content to release simply. another FIFA game. Instru their customers with a completely new gamep experience. For better of worse, this kind of approach to game design is welcomed by gamers who are looking to something more than the cu of the mil. What we've see mis title indicates that this

could be just such a game Although there are a number quality soccer tides in the no ks, any sports product tro-A carry spons product in A carry and the control high acceptations. In some war-ms is certain to make responsing seconds to 19

on the developers, especially onsidering the hostility with mich game reviewers view updates, which are nothing more than rereleases of previous games which may differ only cosmetically from their predecessors. From what e ve seen, EA looks to have taken care of this problem read on

Often inmeted 5 ... reve-suplicated, FIFA 97 should make an excellent addition any sports gamer's Bir library

RELEASE D	ATIE	DIFFIGULTY
Now	1	ariable
PUBLE	SMER	SIZE
EA	A	CD-ROM
PLAYERS	THEME	% DONE
1-8	3occe:	90%

## POWER MOVE

**PRO-WRESTLING MOVE** 

NO.4



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### Tem EGM Sports

hen EA Sports wanted to premiere NBA Live 97, they decided to

invade Laker Cedric Ceballos' pad with a houseful of basketball plavers, media personalities and other stars. Upon seeing the game, all present were visibly impressed. Here's what the tolerant Mr. Ceballos had to say about this exciting new basketball game from the masters of the world of sports:

EA: So, what do you think of the game?

CC: It's exciting. You know, I watch a lot of basketball—college, high school, what have you—and it's just like you're watching a TV



game, really. I mean, I don't even have to play the game to be excited about it.

EA is in the house!

It's really a good game. The graphics are wonderful, the moves are original, they're lifelike...that's what makes you get excited about the game and

Is it the type of game you would take with you on the road with your PlayStation?

a little bit hyper when you're watching it.

I'm definitely going to take this on the road. It's my first time experiencing the Play-Station; I'm usually a Super Nintendo guy. But the graphics, the way it moves, the 3-D motion—it's just wonderful. When you're on the road and you have nothing to do, or even when you're at home, it's something nice you can play with.







## CELEBRITY ST

There were a ton of celebrities at Ceballos' house, including Lakers Elden Campbell, Jerome Kersey, Trevor Wilson and Sean Rooks, as well as EA's Dave Dempsey and Glenn Chen, and even Jaleel White



(TV's "Urkel").
They all got a
chance to go head
to head on Live 97,
and a good time
was had by all.

Cednc fared the best overall, but it could have been simple courtesy to the host. Even with all the lights and cameras, Cedric was all smiles, showing that he didn't mind a few dozen houseguests. Here's what he had to say about EA's invasion on his homefront:



Is this the first time you've had an EA party at your house?

Yeah, this is real different. I never experienced anything like this. EA came in and handled everything perfectly. Hats off to them; they did a great job. It's





another extension of how great their games are They're great people, and hopefully I can work with them in the future

## BIG BASS WORLD CHAMPIONSHIP

nance to snag a few lunkers when here to snag a few lunkers when here. Big Bass Wond championship for the PlayStation, eacked with features covering every institute this game should appeal to pamers, and real-life fishermen alike.

The game begins in the den, where plays a an select their favorite mols and turns and shock the cateridar to see what tournamen in locals over the enter. Players also min.

MONTH A FAN TIME

Championship has a wide selection or unas—including spinners ligs, with an and arthural crawdads and froms to or cose from Additionally, all tures are avail, or in adultation day-glow colors to day or in glume angling. Players within ad to choose that tures with great care, since certail unes move differently through the water. The capter angling to different kinds of fish capter in our after a selected, the game switches

to the casting interface, which to splayers to adjust the direction large, power and height of the cast, giving precise antrol over the positioning of the cast. After expertly, casting their lines players can switch an underwater perspective. Thayers have fine control over the action both to attract his and to avoid underwater postructions. After landing the big one, players can weigh it and see if it's a keeper. Many issning fans already nay own a 16-Bit fishing game.

many rishing rans anceau, nay own a 16-Bit fishing game at the graphic improvements offered by the 32-Bit PlayStation reason enough to consider purchasing Big Bass World mampionship. The underwas wew best demonstrates the PlayStation's graphic potential. As the players crank in their batt, the contoured polygon to floor scrolls by with extremulative, The fish are prerendered unites and are accurate down to each species. distinctive coloration are markings flored still Big Bass Work mampionship has all the

From Bis Big Bass Work
I manipionship has all the
features to satisfy the most and
whemmen. The game is even
ndorsed by Hank Parker or
the sports top anglers.
With all these authentic

sum. Sig Bass World Championship, sure to give the die-hard, isherman more than enough to occupy his time until fishing season starts up area.





extensive information and illustrations of Issue excess reactined in the game. Player excess reactined in the game. Player excess reactined in the game. Player excess feeding habits and fronting abilities not will prove invaluable late on the game. So much detail is included and it is likely that playing this game will improve the performance of real-life anglers out of real-life water. Understanding what appears of different fish can go a long way.

Since out on the water, players can an an-board, fish-finding sonar o



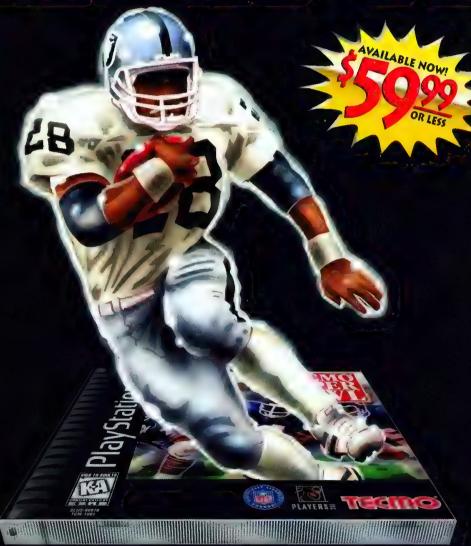














# IT'S UN-BOWL-IEVABLE

# CREATE YOUR OWN SUPER TEAM

Tecmo Super Bowl allows the user to trade any player, to any team, at any time. With this feature you have the ability to create your own Super Team. Just be careful when you're playing a friend. You had better make sure he didn't set you up. The only advice we can give is check your opponent's roster.

#### LIVE COMMENTARY

Tecmo Super Bowls announcer gives true play by play commentary, not just an occasional phrase or two. If perhaps you think he's an idiot, you always have the option of turning him off.

#### **TOURNAMENT MODE**

Over the years Tecmo Super Bowi players have let us know about the friendly competitions which sometimes take place. This new version has





a built in tournament mode for a total of 8 players playing one on one till one of the players wins the tournament. Chips and drinks are sadly not included.

#### DIFFICULTY LEVELS

Knowing that some people haven't been playing Tecmo Super Bowl for years we've included 3 difficulty settings. Easy, Normal and Hard. Our football game gives you the ability to grow with the game. Internally we call this a screen save 'cause you don't have to throw a rock through the TV screen when you get frustrated with the game.

#### **INSTANT REPLAY**

If you want to analyze the last several seconds of play, simply pause the game and start the instant replay. In addition you can go frame by frame to fully analyze all of the action. Then again, you may not want to see the interception again, and again, and again.

#### **NEW RECORDS & STATS**

Tecmo's stats engine has always been unsurpassed. This year we've added the ability to keep the stats from any player in any position even if it's only for 1 play during the entire season. Here's your one and only chance to re-write the record book.

#### **NEW PLAYBOOK**

From the game play menu, you now have access to the entire playbook for the immediate play. ...for more plays than you can possibly want, use, call, send-in, modify, change, and/or run as the case may be.

## VARIABLE WEATHER CONDITIONS

Ordinary football games sometimes have weather conditions. So far as we know, Tecmo Super Bowl is the only





game to actually change the weather during the game. So one minute it could be raining, and then it could start snowing, or then again stop or actually it's too variable to give you all of the possible scenarios.

#### MORE, MORE AND MORE

We've tried to highlight some of the most important new features of Tecmo Super Bowl for the Sony PlayStation. Obviously there are more features than we can possibly list. Tecmo Super Bowl is one of the most realistic and sophisticated football simulators ever created. Aside from all of the technical improvements, think about the following:

- 1 TECMO® SUPER BOWL™
- 1 SONYTH PLAYSTATIONTH
- 1 TELEVISION
- + 2 OR MORE PLAYERS
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If you like REAL FOOTBALL WITH REAL PLAYERS you'll LOVE TECMO® SUPER BOWL™







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# OPEN (CE

Williams puts their arcade action on ice







RELEASE D		JIFFI	CULTY	L	
Decemb	Va	ari	able	ı	
PURLISHER				SIZE	7
Williams			CI	O-ROM	l
PLAYERS	THE	EME		's DONE	l
1-4	Нос	key	ı	75%	ı

illiams' latest sports hit, NHL Open Ice, has, arrived oh the PlayStation, and it is crammed with all the hard-hitting excitement

of the arcade original.

The best way to describe NHL Open loe is to call it NBA Jam on ice. Players assume control of digitized versions of two of their favorite NHL stars, who zip around the rink, executing pin-point slapshots and wildly exaggerated super moves. Fully licensed by both the NHL and the NHL Players' Association, Open loe's players are governed by their real-life attributes.

As in NBA Jam, Open Ice's players become "on fire" after executing a sufficient number of checks, assists and goals. Once on fire, a player becomes virtually unstoppable and can scorch the net with flaming shots.

Williams continues the insanity with tons of hidden characters, humorous scoreboard clips, a Big Head Mode and a unique Super Goalie Mode. The codes found in other Williams games were always entertaining, and you can be sure that this game will be no exception. You can also bet that there are a number of secret characters thrown in to keep things interesting. Williams also included a turbo button and an enlarged puck to keep the action fast and furious.

Like NBA Jam and NBA Hang Time, NHE Open Ice is more of an arcade game than a true-to-life hockey simulation. This being the case, it may appeal to arcade fans more than fans of the statistical, strategic side of the game of hockey.

NHL Open Ice takes full advantage of the PlayStation's CD audio by including commentary by broadcasting great, Pat Foley. The



When players are on their way to being "on fire," they can take some truly huge shots, as shown above.



game's audio is further enhanced by the incredible DCS Sound System, so players will really feel every brutal cross check.

Because the action is so intense, players will find themselves accumulating scores which are incredible for any game of hockey. The two-on-two aspect can also take a bit of getting used to for those who rely on the passing game more than the drive and shoot. But this game is sure to be a refreshing change from the less intense, slower-paced "simulations." Nevertheless, all hockey fans should be interested in any game which captures the emotional side of hockey. Players who favor insanely fast action and flashy moves over strict sports simulations definitely will want to check this one out.





cclaim, the company that brought you the NBA Jam franchise, is putting a twist on their next basketball title with the release of Space Jam.

Based on the movie featuring Michael Jordan, Bill Murray and a host of your favorite Warner Bros. cartoon characters. Space Jam combines the game of basketball with various adventure aspects of the movie, resulting in a charming sports title for younger gamers.

Players choose to represent either the Toon Squad or the Monstars, playing in a number of "mini-quests" in addition to the actual on-court experience. These quests range from simple run-and-grab scavenger hunts to racing competitions, and more. If players do well in these quests, it will result in improved performance on the court, allowing players to boost the

abilities of all their characters. The oncourt action is fairly simple, as might be expected in a game aimed at children. Players choose three characters for their team, from a collection of familian characters, each with his or her own special abilities. Included are Bugs Bunny, Wile E. Coyote, Porky Pig, the Tasmanian Devil, Elmer Fudd and even Yosemite Sam. Of course, players can also select Michael Jordan to be on their squad, a wise choice since he excels in every category.

The attributes of the characters are appropriate to their on-screen personalities. Bugs, for example, is quick but not

the most powerful, while Foghorn Leghorn has a great deal of power without being very fast. The characters can also

execute a number of humorous special moves: Wile E. Coyote, for example, attaches a rocket to his back which explodes when he

explodes when he is positioned over the basket, dropping in the ball and incinerating him in the process. Taz, on the other hand, sticks his face under the basket and shoves the ball through the hoop and into his mouth. The accompanying animations, not to mention the











entertaining background illustrations, are true to the Warner Bros. name. The audience, for example, features a number of Looney Tunes heroes and villains who respond to the events in the game with appropriate reactions.

Although Space Jam is not the most challenging game, it should certainly appeal to younger players, as well as any fan of the classic Warner Bros. cartoons. The mini-games contained within should make for some long-term play, as well. If you've seen the movie and you're looking for more of a Space Jam experience, take a look at this game.

RELEASE BATE			FICULTY	
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# П

ome sports gamers may be feeling a little disillusioned with the vast number of baseball games available for the various console systems. Even with the different options available in each gamsome gamers might wonder what any

pame could have that hasn't been donbefore. Nevertheless, even though the are already a siew of 32-Bit basebe titles available, Virgin's Grand Slan Baseball offers so many unique feat that even the mast leded sports gamers however Grand Slam's 28 stadiums. accurately modeled after their big-lead ... counterparts, gradually empty during Mowouts and fill to capacity during the playoffs. Because the stadiums as endered in 3-D, the action can be viewed from any angle, including a cehind-the-fielder angle that really a me camer down on the field.

Grand Slam Beseball has many modes play to keep gamers coming back for note. Pitch and Hit Mode is for those no want a fast, arcade-like style of play while Simulation Mode allows

gamers to play an entire season complete with statistical tracking and player trades. Players can take optional batting and fielding practice or swing for the fences a home run tournament.

Virgin traditionally has no seen known for their sports titles, but games like Grand Slam saseball should land them in the software big leagues in no time. it's clear that gamers love game.

which allow for fully customizable play. Control is key in sport games, and it looks like Virginhas kept this firmly in mind throughout the design process. Even with the sometimes overwhelming number of baseball games available. Virgin's Grand Slam should be one that tands out from the crowd. It's a surstands out from the crowd. It's a sure set that baseball fans and fans of sports games in general will definitely want to take a look at this one. If disappe

	RELEASE D	ATE		IFFICULTY	
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SEATTLE	27	22	.551	***	3-7	6.5	15-12	12-10
OAKLAND	26	24	.520	0.9	4-6	L3	15-15	14-12
CALIFORNIA	22	27	448	2.5	1-9	L9	11-13	11:14
TEXAS	21	28	.428	3	4.6	W.I	9-16	12-12
CINTRAL DIV								
CLEVELAND	25	23	.520	**	6-4	W22	14:8	11-15
MINNESOTA	91	31	.380	3	4-6	L2	12-13	7-18
ANSAS CITY	19	32	.372	3	2-8	1.3	10-15	9-17
HICAGO (A)	16	33	.326	4.5	3-7	W/1	4+18	12-15
MILWAUKEE	12	38	.240	6.5	5-5	L2	4-19	8-19
TACTION OW								
ALTIMORE	30	18	.625		7-3	W5	18-11	12-7
NEW YORK (A)	28	19	.595	ï	5-5	Li	20-6	8-13
OSTON	28	21	.571		8-2	1978	12-14	16-7
DETROIT	27	23	.540	1.5	3-7	Li	15-12	16-11
TORONTO	21	28	428	1.7	8-4	1271	9-14	(Setal

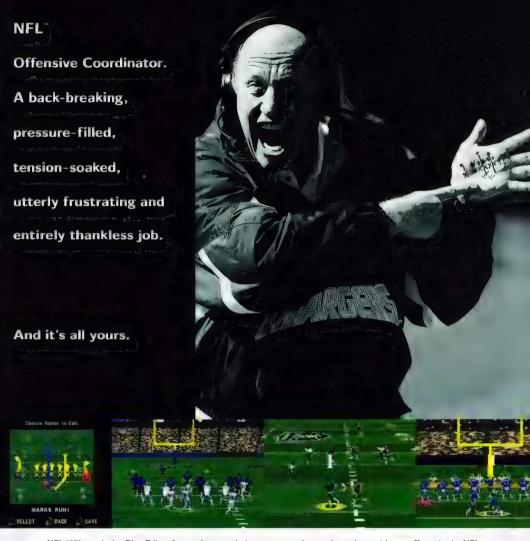






ill want to take a look Grand Slam features unique, acade-like pitching and batting meters that give gamers unprecedented control. The game also features "smart fielders who cue the player on which cut-off man or base to throw to Grane Slam's catchers also signal how to piter to each real-life batter to exploit the weaknesses at the plate

Grand Slam has a unit ue Spant button to urge base runners to urn doubles into triples and a Back Passing Option to give gamers fine control over fielders This should be a welcome addition. since many games offer clumsy, all-or-nothing" controls over base runners and outfielders. The realistic rouches don a ero there



NFL '97's exclusive Play Editor feature lets you design your own plays and run them with any offense in the NFL So you're offensive coordinator, you're head coach, you're in charge of all 1,500 NFL players. Now all you need is the game. Sega Sports" NFL '97. Play football like real football players play football. Only on Sega Saturn."















**Todd Mewati** 

•Wavellace 64 •NML Faceliff 97

### HARDCORE 4X4 · SATURN · ASC

This is 4X4 racing action at its best. However, at times the action is a bit stuggish, and the game could have used a little more polish. The weather factor is a nice touch which adds to the realism of the title. If you are a fan of off-road action and like seeing the mud and dirt flying off of your tires, then this game is one you should take a close look at. There are plenty of tracks to help you enjoy your off-road experience. The preset tracks are a little distracting and I wish you could leave the tracks and go wherever you want.



This is one of the most realistic racing games I've ever seen. Unfortunately, that's not altogether a good thing. I would have preferred a bit less realism and a little more excitement. Still, this is a quality game, with large, interesting tracks and a number of entertaining features. The Inclusion of weather makes for even greater depth. The first-person view made me wish I had a big-screen TVI One question, though: if it's an off-road game, why are there preset tracks? Anyway, it's worth a close look.

### JET MOTO · PLAYSTATION · SONY

Consider this game as WaveRace on the PlayStation. Singleffrac has put their seal of quality on this game. The 10 tracks are very challenging as well as exciting. When your watercycle drops 200 feet, your stomach goes along with it. The physics of this game are incredible, and this game is full of gutwrenching action. The Two-player Mode is also a nice touch. The sound and visual effects of the mud and water squirting off of the back of your water cycle are incredible. It's a solid, well-designed game!



I love this game! The developers at SingleTiac have come away with another winner. The tracks are long and interesting, with a number of challenging obstacles like trees, stumps and even a waterfall. Some of the tracks are "suicide courses," which force players to spin around at the end and race into oncoming traffic. The controls and the different bikes take a bit getting used to, but it's a small complaint. The well-designed tracks make this one of the best racing games around. Buy it!

#### 2XTREME • PLAYSTATION • SONY

Sony's taking it to the Extreme again. The PlayStation's top-selling game worldwide has gotten even better. If you were a fan of the first title, you will enjoy this one. The challenges are totally different with more tracks and events added if you didn't like the first game, then you will be on the same side of the fence as my pal on the other side of the page. This game does have a lot to offer and I had a blast. The four types of power-ups and choice of 10 different characters sold me on this game ..not to mention the season competition!



This is one of the most unexciting games I've seen for the PlayStation. I wasn't a fan of the first one, and the second is not an improvement. You'd think that the designers at Sony would really exploit the abilities of the PlayStation. Instead, the graphics are blocky, the animations jerky and the courses unlnspired. I do like having the ability to beat up on your opponents, especially in Two-player Mode. But I can't say that it redeems this game. If you liked the first one, this is more of the same. But I wouldn't recommend it to anyone else.

#### IN THE ZONE 2 • PLAYSTATION • KONAMI

The players' shadows on the floor are a very nice touch. The addition of the two mini-games, Horse and One-on-One, add to the overall basketball package that this game presents. The frame rate is distracting at times, especially when you inbound the ball. But other than that, all of the major flaws from last year's version have been improved. The addition of the Create-A-Player and Trade-A-Player Options are key improvements that were not in last year's game Rebounding the ball has also been

improved. Nice job Konami!



This is a fast-paced, polygon-based five-onfive basketball game which should satisfy any fan of the sport. The graphics are not among the greatest, but they allow for such quick movement that this can be overlooked. Most five-on-five games suifer from slower speeds due to the number of players onscreen, but in the Zone 2 doesn't have this problem. The computer Al could use some work, but the game is great fun in Two-player Mode. This is one for gamers looking for a happy medium between NBA Jam and NBA Live. Check it out. oe Rybicki

Joe Rybick

ioe Rybic

Joe Rybicki

## **Sporting Game Reviews**

## **Current Favorites:**

Joe Rybicki • Jet Mete • Wheth XI

#### STREET RACER • PLAYSTATION • UBI SOFT

If you played and enjoyed the 16-Bit version of Street Racer, then you will really appreciate the improvements that have been made in the PlayStation version of Street Racer. The frame rate is incredible, and it is very noticeable as you make your way around any one of the 24 different 3-D tracks. This time around you can take part in eight different races, and your weapons are new and a blast to use. There's even a special

"Rumble" Mode where all cars battle it out, not to mention an eight-player link feature.



I don't know why anyone bothered releasing this Mario Kart cone on the PlayStation. The developers were able to include a number of different tracks, but the tracks themselves are uninteresting and sometimes even tedious. The special attacks and abilities of the different racers make for some mild amusement, but it wears thin quickly. If you tiked Mario Kart and you want to play it on the PlayStation, this is your best bet. But if you're looking for real racing excitement, look elsewhere.

#### NBA HANG TIME • NINTENDO 64 • WILLIAMS

It's smooth and the players look similar to the real players, but even the announcer sounds like he is from the original NBA Jam. I disagree with Joe-I liked the way the game played, and it is an improvement over its 16-Bit basketball predecessors. I agree that it could have been a little bit more polished and at times it seemed as though the computerized opponent was blocking the pasket a little too fiercely, bordering on goaltending. The addition of the Create-a-Player is new and a nice touch. Check it out!



This game would probably be better described as NBA Jam 64. It seems that Williams bought the rights to the first lam engine when Acciaim decided it was time for a change. This being the case, the title offers basically nothing new, except updated players and bigger character sprites. The ability to create your own player does make for added playability. The graphics look 16-Bit (quite a feat for the N64), and the sounds aren't much to talk about either. Buy this if you want to Jam on your N64.

## NBA JAM EXTREME • PLAYSTATION • ACCLAIM

This time around you can choose from any two of seven of your favorite NBA superstars. Jordan, Barkley and Shaq are noticeably absent, but then if they were there, the game would cost close to \$100 Other than that, this Jam is a solid game that will provide many hours of enjoyment for diehard arcade fans. The only other thing that bothered me was the lack of strategy in the game. Other than that, the addition of marvelous Mary Albert and his verbal high jinks really added to my enjoyment of this game. It's one solid arcade basketball title!



Considering that NBA Jam was the first title to get me into sports games, I was expecting a great deal from Jam Extreme. Starting from scratch, however, is sure to bring about some hiccups. With the polygonal players, the game runs a bit slower than its spritebased predecessors. This is crucial to the excitement level, and the game loses points here. The other problem I found was a bit of difficulty in determining the proper position of the player due to the shifting camera angles. Still, it's an exciting game and a dead-on port of the arcade. Check it out.

## MOTOR TOON GRAND PRIX · PLAYSTATION · SONY

This game is very cute and a lot of fun to play There are a number of hidden elements that are a blast to find. The tracks are long and the environments are visually entertaining. This, if you haven't already noticed, isn't your typical racing game. You can go over jumps and increase the size of your car, but don't let that distract you Packaged underneath the cartoony look, this is an excellent racing game that any fan of this genre, young or old, can enjoy. I'm hooked on this game, and I can't play it enough!



I was all set to dislike this game when I first saw it, but I have to say that I was pleasantly surprised. The tracks are long enough to be interesting, with a number of visually entertaining backgrounds and environments The inclusion of the sometimeswacky power-ups and weapons makes for even more interesting play, especially the ability to lump and increase the size of your car. The cartoon graphics might take some getting used to, but this is a solid racing title that any fan of video racing is sure to enjoy. It's well worth a look.

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# Letter of the MONTH

# HELL HATH NO FURY LIKE A RETAILER SCORNED

Dear EGM. I own two video game specialty shops in Vancouver, BC, and like all other store owners, I placed my orders for the Nintendo 64 very early. Now, we all knew that there would be a shortage of systems, so I ordered 48 pieces from four different distributors, for a total of 144 pieces. And like other retailers, we began taking deposits to guarantee that people would receive them. Now, I didn't care when Nintendo decided to release the product early, but imagine my surprise when I found out that my distributors wouldn't even receive the machines until Monday, Sept. 30, and wouldn't ship them until the following day. frantically called all the people who had paid their deposits to let them know that although Toys 'R' Us and Electronics Boutique would be selling their machines on Friday [Sept. 27], they would have to wait. But the funwasn't over yet. I then learned that because Nintendo had released the product to their "direct" accounts first, many of the distributors were only receiving a fraction of their ship ments. So of the 144 systems that I had ordered, I was confirmed to receive seven. SEVEN!! That's less than 5 percent of my order. So can you guess what I spent the weekend doing? Driving all over the city trying to round up enough systems just to fill my customers' deposits, and buying the product at full retail only to sell it for the same amount. Retailers have never made money selling hardware (a fact most customers should learn), but that's a bit ridiculous, don't you think? After all is said and done. Nintendo will come out and say what a successful launch they had, and praise will rain down from the heaveens. But remember, Nintendo, it's guys like me who sell your systems for you, not some old lady in a

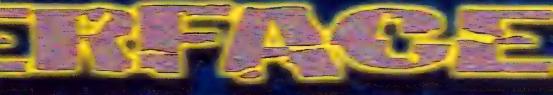
Wal-Mart. When a customer comes into my store, I take the time to show them the good and bad points of a system, and as nice as Mario 64 may look, if you [tick] enough of us little guys off, Sony will surely have a great Christmas.

Tyler Burgess owner, Encore Video Games, Inc. Coquitlam, BC, Canada tourgess@diablo.intergate.bc.ca

We showed Nintendo your letter to see what they had to say about the somewhat messy Nintendo 64 launch. They obviously told us that they would never intentionally...tick...any retailer off, whether it'd be a big chain or a Mom-and-Pop store. The problem was simply that demand outstripped supply. Demand: Nintendo told us that the major outlets alone (Toys 'R Us, Electronics Boutique, Wal-Mart, etc.), could have sold over 1.5 million Nintendo 64s that first weekend, if that many units were available. Supply: North America only had 350,000 units to split amongst all of the stores that opening weekend. These big retailers were even complaining about not having enough systems to sell at launch! Whether that is any consolation to you, Mr. Burgess, is another story.



Compression to the Burgers you win at Access Dural Birton Loyartot. Milyon the said



#### THE MAN BEHING RYU AND CO.

Dear EGM.

Isn't it interesting how everyone tends to attribute titles to one or two people? Mortal Kombat comes to us from Ed Boon and John Tobias, Mario from Shigeru Miyamoto, Virtua Fighter from Yu Suzuki, etc. Well, the one thing that struck me odd was that we are always attributing the Street Fighter games to Capcom. Is there any one person that can be held responsible for the creation of Street Fighter and for the popularity of the fighting game genre?

webmaster@explorer.simplenet.com



Who is responsible for Street Fighter's unprecedented popularity? Read on....

A team lead by a gentleman named, Akira Mishitani is responsible for bringing us the revolutionary Street Fighter II. SF2, as most of us know, is the one game that started the fighting game sensation. And in case you are wondering what Mr. Mishitani is up to, he has left Capcom to form his own company called Arika Development, which is currently developing Street Fighter EX for Capcom to publish.

#### NOW BOYS, TRY NOT TO FIGHT SO MUCH

Dear EGM.

This is my response to Dustin Weaver's letter in issue #87. Stick with my PC2 Yeah right. That's not logical, that's limited thinking. I have a very powerful PC in my room. I also have a Super NES, a NES, a Game Boy and a PlayStation. I plan on buying a Nintendo 64 within the next six months. Why? Simple. Like *EGM* said, you won't get to play Super Mario 64 on your PC. Home gaming systems are also cheaper. A computer will constantly cost you money because of upgrades. Your PC might be powerful, that is until something new comes out

for it three months later. Don't think I hate computers; I love them. Internet access is great, and I love programming. But I also like playing my Game Boy in a car on a long drive to the beach, and I also like laying in bed and playing my PlayStation on my 27-inch TV screen.

Peter Birdsong peter@wtob.com

Don't forget, with Sega's new Net Link peripheral, console owners (well, at least Saturn owners) can now surf the Internet along with everyone else. Who would've thought that Sega would help bring the world closer together?

#### EGM-IT'S A LOVE

Dear EGM.

I just received issue #87, and I was pleasantly surprised to see that you guys finally started using some decent paper. It makes the pictures look better. Good job! I also loved your Mario 64 strategy guide. Keep up the good work, and I will resubscribe this December.

Jason Lowery keyl@airmail.net

Thanks. We strive to please.

#### RELATIONSHIP

Dear *EGM*,

I'm sure you guys must gets tons of praise mail, from gamers who love the mag. I can imagine tons of e-mails saying, "You guys rule" or "The mag is awesome!" I'm not about to do that. Frankly, I've stopped reading your publication. I don't see how you guys are still in business. First, your reviews. The only thing they consist of are short paragraphs from four editors. That just blows. I cannot base a decision on buying a game from the "reviews" you give it. All of your reviews are blatantly biased too. Your news (more specifically, Quatermann) is just pure rumor. I shall never buy an issue of EGM again. My friends all know better, and they have not been buying EGM. Furthermore, I dare you to publish this. Despite the angry nature, I hope you don't consider this as a threat letter, but as constructive criticism, as it is intended. Good day.

Jeff Windham VGO Storms@aol.com

Let's tackle your criticisms one at a time. We are currently looking at ways to make the Review Crew format better, even though no one besides you has really complained about it before. Expect to see some format changes for the better very soon. You stated that we are biased reviewers and just left it at that. Every publication that has ever offered editorial opinions has been accused of being biased. We can tell you that we are completely impartial (which we are) until we are blue in the face. But the fact of the matter is, if your views don't match ours, then you'll probably think we are biased. Also, EGM has no reason to favor any companies. Our distribution is so large that more than enough companies are going to advertise with us regardless of how many we slap with poor reviews (it's the magazines in need of advertisers that are going to be biased-giving favorable reviews to all the big companies' games). And finally, about Quartermann being based on rumor-the column is called "Gaming Gossip." That should've given you some indication that the information it's based on is hearsay. But do you know what? That hearsay is given to us directly from industry insiders (developers, publishers, executives, etc.), so none of the information the QMann gives you is fantasized. We do appreciate your constructive criticism, and we have noted your comments on the Review Crew format.

#### WOULD YOU PAY \$200 FOR A 26007

Dear EGM,

I was telling my uncle the other day about how the N64 was finally out. When I told him that it was selling for about \$200, he told me that he thought that price was awfully good. He can remember early Atari systems costing as much. And you know what? He's right! Whatever we're paying for any system now, be thankful we're not paying \$200 for an Atari! That goes for the Jaguar too...

Joshua J. Slone proth@juno.com

Most people may not recall, but the Atari 2600 did cost as much as \$199 at one point (and the Jaguar used to cost \$249). Just remember that the next time you complain about the Nintendo 64, PlayStation or Saturn costing an "expensive" \$2001 But still,



even though \$200 is relatively cheap when you look at the big picture, it's still \$200...

Dear EGM.

I've been saving up for the upcoming systems, but I think that they cost way. too much. I've been saving for seven years and still do not have enough money to buy a new system (and neither do a lot of my friends). And even if I was to get a system, I wouldn't be able to afford any games for it. I am asking you to lower your prices. A normal \$65 game would be much better if it was closer to \$40.

**Kyle Hanson** Denver, CO

Are you somehow under the impression that EGM has anything to do with video game pricing?

Dear EGM.

It is my responsibility to tell you, my fellow American video game players, that it is time you come to realize that music did, does and always will play an important factor in games. Music goes hand in hand with gameplay, graphics and replay value in making good games. I think that many companies get too caught up in making the games look cool and play well that they forget about the music part of it. By the way, in last year's March [1995] EGM, you guys mentioned that game copying hurts everyone. Well that was not the case with my friend. He had recently purchased a copied version of Jumping Flash! 2 for merely nine Singapore dollars (six U.S. dollars), and it has all the capabilities of the original (save features, the extra world, etc.).

Md. Farhan b. Hassan zmimm@singnet.com.sg

About the music, you are right. Like graphics (but to a lesser extent), music should be used to enhance, not take the place of, gameplay. Done properly, music can make a video game playing experience all the better. About the piracy issue, you are wrong. For a moment, let's forget about all the developers, producers, publishers, programmers, artists, etc. who you are hurting by not buying a legitimate game. Your friend's selfishness is hurting himself by driving up the prices of video games in general.



A lot of people who worked on the game Jumping Flash! 2 will lose out because of people like Mr. Hassan's friend.

For example, for every pirated copy of Jumping Flash! 2 that is sold on the black market, that's potentially one less legitimate JF! 2 that would be bought. So if Sony (again, this is just an example) doesn't receive income for these lost sales, what's the easiest way for them to make up for the loss? Charge customers a bit more for their games (and possibly spend a bit less on development-which hurts the quality of what we see). We'd personally like to see the money used a little more positively, like increasing programmers' salaries versus lining greedy pirates' pockets.

Dear EGM.

I think that the whole idea of your magazine is incredibly ridiculous. It is sad that there are kids out there whose obsession for video games leads them to believe that your magazine is a necessity. People who are video game players need to get a life, maybe get outside once in a while. The world beyond "Electronic Gaming" is actually a pretty cool place!

> **Taylor Acosta** Scottsdale, AZ

Why can't video game fans enjoy a magazine about their hobby without it meaning that they are obsessed? After all, we have plenty of casual readers who are casual gamers. is every single Sports Illustrated reader a bigtime jock/loser who never leaves the house so that he or she can watch sports all day long on TV? Of course not (we hope). It's too bad that we are

not allowed to print your mailing address; we are sure that there are some EGM readers who would love to get in contact with you and let you know what they think of your opin-ions. Oh well. If anyone would like to put Mr. Acosta's close-minded little [butt] in its place, feel free to write inf

#### EGA FAN

sold in the U.S.?

Dear EGM.

I have a couple of questions to ask you about some upcoming (or so I think) Saturn games.

1. Is War Gods, Steel Harbinger, Maximum Surge, Dragon's Lair 1. Space Ace and Aeon Flux coming to the Saturn?

2. When is Dragon Lair 2 coming out for the Saturn?

3. I heard Sega put a lot of money into NiGHTS. So how well is it selling? 4. As of now, how many Saturns were

> David Morris **Port Washington, NY**

1. Sorry to be the bearer of bad news, but as of this writing, the answers are: no, no, no, no and no.

2. November is the release date, so should be out by the time you are reading this.

3. We asked Sega how many units of NiGHTS were sold so far. Although they wouldn't indulge us, they did tell us that NiGHTS is one of, if not the fastest-selling Saturn title to date. This is a pretty general statement however, and it is not difficult for any game company to state the same thing for their games.

4. There were 900,000 in the U.S., over million worldwide (don't forget, these are pre-Christmas figures; the number of Saturn units sold will definitely shoot up after this shopping season).

# GET A LILE, DEST & Dear *EGM*,

My parents complain that I am too involved with video games (I generally play several hours per day after school). They say I spend too much time playing games and not enough time being productive or studying. l argue that video games are not detrimental but beneficial. I probably have great hand-eye coordination!

Terry Liepold Denver, CO

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Sure you are right. After all, spending time developing your hand-eye coordination is much more important than wasting time on such trivial things like reading or writing. Just do us a favor and don't write us and comment on Taylor Acosta's letter. You are dangerously close to proving him right.

## PARKSTALKERS VI

Dear EGM.

I would like to know if there is a reason that Capcom has decided to make Night Warriors for the Saturn and only DarkStalkers for the PlayStation? Both systems have SF Alpha, so why can't they both have Night Warriors?

Lemonice00@aol.com

Capcom told us that when the 32-Bit market was born, they wanted to develop good relations with Sony and Sega for marketing purposes. And to that end, Capcom gave each system an exclusive title, DarkStalkers was to go to the Sony PlayStation, and the sequel, Night Warriors, was to grace the Sega Saturn only.



Ever wonder why the PlayStation never saw the DarkStalkers sequel, Night Warriors? Read the above letter to find out.

#### PAY GOODBYE TO THE VIRTUAL BOY

Dear EGM.

I think that I speak for everyone when I ask: What the heck happened to the Virtual Boy? It's not listed on your magazine cover with any of the other video game systems, you have not reviewed any games for it lately and I have not seen it in any stores. Has the Virtual Boy become another 32X?

Alex Pickering Canton, MA

Worse. Only 14 Virtual Boy games have been made (the 32X had at least

40), and no more are being planned for release. All marketing for the system and its games has also been stopped because, according to a spokesperson for Nintendo, the Virtual Boy belongs to a niche market. So...are "suckers" considered to be a niche market?

#### WHAT SHOULD WE DO ABOUT ISSUE #1007

Dear EGM.

Your magazine is just a year away from its 100th issue. Now this may be a little premature, but have you guys started planning something big? Personally, I'm looking to see this huge 1,000-page mega issue covering in detail every game ever made. But seriously, here's a couple of my ideas: 1.) A list of every game that's ever been awarded "Game of the Month"; 2.) A complete history of your magazine; 3.) A limited re-issue of every magazine (I guarantee I'll purchase them all), and if you can't pull that off, how about showing the cover art of every magazine?

Terence Grant Los Angeles, CA

Boy, we sure couldn't tell whether you liked our magazine or not. At the risk of sounding like we stole your ideas, we've already incorporated some of them. We just recently published the 1997 Video Game Buyer's Guide, which lists every game ever reviewed in the Review Crew. And last May, we had our 8th Anniversary issue (#82) that went back and looked at the long history of EGM. As for our 100th issue? We haven't looked that far ahead yet (our editors are still recovering from the Buyer's Guide and the big Christmas issue!), but keep the ideas coming. Hmm...it seems as though you are pretty crazy about EGM...you may want to skip comment ing on Taylor Acosta's letter too.

#### MK TRILOGY (NON-) EXCLUSIVE!

Dear EGM,

I noticed in your magazine that both the PlayStation and the Nintendo 64 are getting Mortal Kombat Trilogy. I thought that Nintendo forced a one-year exclusive rights to any one new game. Did Nintendo give this idea up?

Dark Deed

Dark Deed via e-mail Nintendo still has that one-year exclusivity to new games, but Mortal Kombat Trilogy was an exception. They did not want to force Williams Entertainment (the distributors of MKT) into such a binding agreement. So what Williams did was offer Nintendo an exclusive feature instead—the three-on-three Kombat Mode. It seems to us that either the relationship between the two companies is very healthy, or Williams Entertainment is too big and influential a player to be muscled around.



Nintendo didn't want to (or can't) tell a giant like Williams Entertainment that MK Trilogy was to be a Nintendo 64-exclusive title.

#### BOX-OF THE PRODUCT

Dear EGM.

I am writing to ask for your expert advice. My uncle and I are having a little quarrel over whether a name brand sells a video game or not. He believes that gamers will buy a video game merely because it has a major movie title on the box. I, on the other hand, believe that gamers are more conservative and ask more out of a game. They demand quality, graphics and gameplay. Are gamers willing to buy video games merely because it has a popular movie license?

Jason Rosell Bullhead City, AZ

Who better to ask about movie-togame titles than Acclaim, the king of movie licenses? We talked to Steve Lux, vice president of marketing for Acclaim (Alien Trilogy, Batman Forever). "These games should never replicate a movie screenplay," Lux said. "It should be an interactive exploration, or exploitation, of a popular universe. Our Dragon Heart game, for example, takes components of the Dragon Heart universe and expands it to become part of an interactive environment." So movie licensed games

TO ENTER: No purchase necessary Sweepstakes begins on 12/1/96 and ends on 1/31/97. You may enter by hand printing the answers to these three Black Dawn questions: 1) In Black Dawn, you're member of what top-secret unit? 2) What type of aircraft do you fly in Black Dawn? 3) The Black Dawn graphics and explosions are not created in 2-D, but are . (fill in the blank). along with your name, mailing address and zip code on a 3 x 5-inch card and mailing it in a stamped envelope to BLACK DAWN SWEEPSTAKES, P.O. Box 19636, Irvine, CA 92623. Or you can enter by e-mailing the correct answers to the above three questions, along with your name, mailing address and zip code to blackdawn\_contest@vie.com. The answer to the questions may be found on the BLACK DAWN PlayStation or Saturn package, or at the VIRGIN Web site at www.vie.com. Sponsor assumes no responsibility for lost, late, misdirected, mutilated, illegible, stolen, incomplete or postage-due postal mail or electronic mail, telephone, Internet or computer system malfunctions or any errors in telephone transmissions. All entries must be received by 1/31/97.

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let you play in a fantastic setting. That sounds good, but what if the movie was hot but the game itself left much to be desired? The tendency is then for a game to do well with its initial sales only. After a while, poor magazine reviews, word of mouth and Internet buzz would combine powers to make sure that the game does not become a major hit. So both you and your uncle are right.

#### PHANTOM PHAN PLUS: WHY THE X-TREME DELAY?

Dear EGM,

32-Bit is getting better all the time. but unfortunately there were several great 16-Bit titles that got lost amid all the hoopla when the Saturn and PlayStation were coming out. One of the best was Phantom 2040 for the Genesis/Super NES. At the local video store where I rent most of my games, the owner tells me that virtually no... one ever rented Phantom 2040. I imagine hardly anyone bought it either. Too bad, because it's definitely worth having in your 16-Bit library. On another note, can you tell us why Sega has delayed Sonic X-treme "indefinitely?" Was there a problem? Randy Palmer

Rumors floated around that when Sega first saw Super Mario 64, they had to send Sonic X-treme back to the drawing boards because Mario 64 was a lot better than they expected. Sega, naturally, says otherwise. They felt that X-treme needed more work done on it, like the addition of more levels and the fine tuning of gameplay. In order to tweak the game to the level they want, Sega has delayed X-treme to "sometime in 1997."

rip@nr.infi.net



Is Sonic running away from Mario? Sega says not. Still, fans will have to walt until sometime next year to see Sonic X-treme.

And when asked if they were scared of Mario, Sega responded by saying that NiGHTS is meant to be their weapon to fight Mario 64 (and Sony's Crash Bandicoot). Sonic X-treme is Sega's weapon for 1997.

# CAN THE BANDICOG CHALLENGE MARIO?

Dear EGM.

I'm sure you've seen Sony's Crash Bandicoot commercials on TV. What were they thinking?!? Who was the genius that had Crash promoting his game outside of Nintendo? Now, EGM didn't rate the game too bad (8.5 was its highest score), but bragging in front of Nintendo? Sony should have shown a side-by-side comparison of Crash and Mario. Then they can brag...

Joshua Slone

proth@juno.com



Crash Bandicoot is challenging Super Mario 64 on all fronts: print ads (above), television commercials and store demonstrations.

Do you think Sony might be afraid to show a side-by-side comparison? As good as Crash Bandicoot is, the game really doesn't match the open 3-D feel and superb gameplay of Super Mario 64, as most people (Sony executives aside) might agree. You have to admit though, the advertising campaign is pretty funny.

Okay, because we get pestered all the time to bring back the (in our opinion) silly Psycho Letter of the Month section, we are going to have a reader vote. Let us know whether you want the section back by sending us a quick note by U.S. mail (no e-mail), Attention: Dan Hsu. Don't forget, if you don't want it back, you must let us know! How's this for proof that EGM is willing to listen to its coveted readers? We'll let you know what happens in a couple of months.





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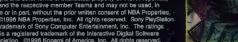




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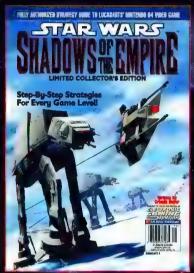






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controls for each system as well as each genre. Then we'llcontinue the coverage from the very latest 64-Bit titles like Shadows to the tried-and-true classic 16-Bit games like Sonic and Donkey Kong Country. Finally, look for the second part of the year's best tricks for all the top games from '96 into the best of '97.

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